

the citadel® Journal

issue 50

The Games Workshop magazine for dedicated Warhammer, 40K and Blood Bowl players

£3.50/US\$6.95

ISSUE 50 & IT'S CHAOS!

Chaos special characters

Chaos Conversions

Daemon Worlds



Tau Tiger Shark
Tyranid Barbed Hierodule

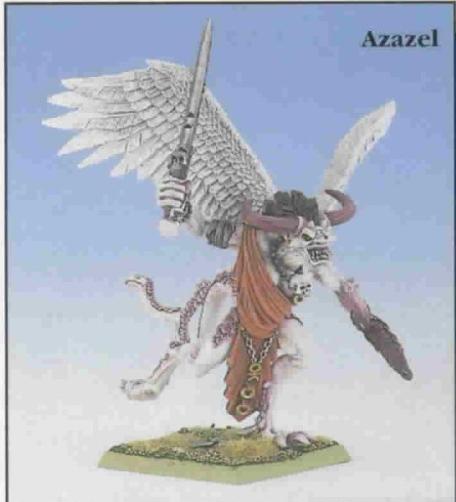
GAMES
WORKSHOP

CHAMPIONS OF CHAOS

PAINTING CHAOS CHAMPIONS

As special characters and centre pieces for your army, each Champion really needs the best paint job you can give it. The models shown here were painted by the Studio 'Eavy Metal team, and whilst few can match these standards, use them as a guide to good colour schemes (ie, try to copy them) or to inspire you to extra effort when it comes to painting your Chaos Champions.

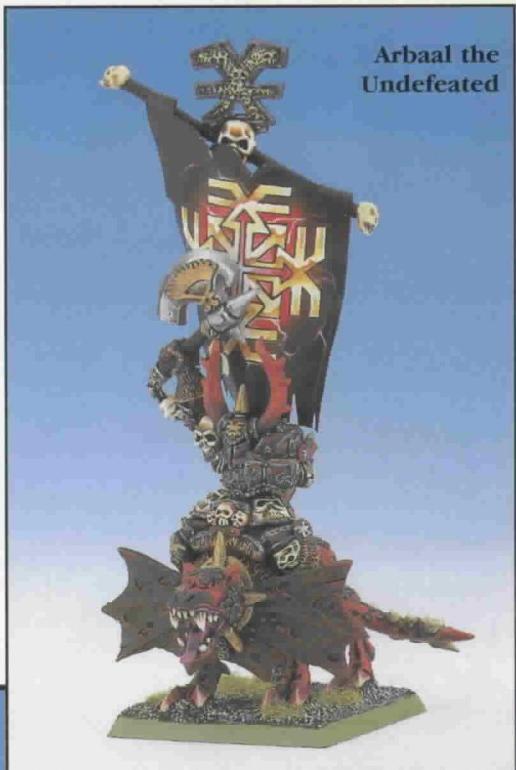
Azazel



Aekold Helbrass



Arbaal the Undefeated



Egrimm van Horstman





EDITORIAL

Hello all, and welcome to issue 50 of the Journal. The big five-oh is upon us and it marks a turning point for the Citadel Journal. The Journal has been many things since issue 1 was published back in 1994

(yes, I know several Citadel Compendiums were published before issue 1, as a youth I bought them, but I'm talking about the current run). It started out as a testing and training ground for the assistant games developers to learn their trade before moving onto White Dwarf and then to Games Development. That's where Warhammer Loremaster Gav Thorpe cut his teeth. Then the Citadel Journal moved into the hands of Mail Order, and (much like today) became responsible for showcasing the back catalogue, as well as exposing the wackier end of the hobby!

In the fullness of time the Citadel Journal passed to the Black Library where it became a fanzine, written by the fans for the fans and edited by Steve Hambrook. Back then it included all sorts of weird and wacky articles, roller skating in GorkaMorka anybody? The creation of Fanatic saw the Journal become the magazine for dedicated Warhammer and Warhammer 40K players. That's where we are today, still showing off the back catalogues, publishing the rules for Forge World's Imperial Armour range and articles that will appeal to veteran gamers and those players who already own armies, as well as Blood Bowl magazine.

So for this issue we have the back catalogue of Chaos forces for both 40K and Warhammer. Now this range is huge, I mean vast, so this issue we have decided to concentrate on the mortal followers of Chaos, along with all the special characters for Warhammer. We also have conversions and rules for playing battles on Daemon worlds.

From the ever-popular Imperial Armour range we have the Tau Tiger Shark bomber and the Tyranid Barbed Hierodule. I've had floods of e-mails requesting these rules and many others, including all the Space Marine vehicles currently available from Forge World. They are being saved for the third Imperial Armour book, which will include all the Space Marine vehicles and the Thunderhawk. Please be patient, it is coming, soon (ish). Until we publish the rules, using the Vehicle Design Rules is a perfectly acceptable way of getting your models on the tabletop.

This month sees the last Blood Bowl section in the Journal. Blood Bowl will now have its own magazine. As for the Journal, well this is my last editorial and my last magazine. Thanks to all the gamers who sent in articles, suggestions and letters. If you haven't been published or heard from us then there is still hope. Everything in my in-tray will be passed on to the new editors who can read it all and hopefully they'll be in touch soon.

I hope you've enjoyed the magazine over the past eight issues, it's been a good run. I've enjoyed it, and hopefully you've all had many happy hours of reading and gaming out of it. Until we meet again...farewell.

Warwick

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A NEW BEGINNING...

Hello Journaleers. I'm really looking forward to getting my hands on the Journal having spent the last few years constantly battling to fit things into White Dwarfs' Chapter Approved column. Better than that we've actually got a commitment from our brothers-in arms the miniatures designers to do the occasional new (or old) miniature specifically for Journal projects. On the 40K side of things naturally you can expect to see more variant lists, extra troop types, missions and campaigns. Perhaps surprisingly I also want to include extra background in the Journal too, examining parts of the 40K universe which aren't exactly core to the tabletop game but that are interesting in their own right such as the C'tan, Adeptus Mechanicus, Arbites, Exodites and the

like. I also want to use the Journal for test-bedding new army lists and rules for the 40K game as an extension of the playtest rules which have been introduced over the Net in recent times. I'm also hoping to make the Journal the first port of call for published FAQ's, reprint updates, designers notes and clarifications, as I suspect we will find it a lot easier to turn these around more quickly through the Journal than the White Dwarf super-tanker. Doubtless the first few issues of the new Journal will struggle to find an effective new format but I ask you to bear with us. In the long run the 40K Journal will become an absolute must-have if you're into Warhammer 40,000.

Andy C, 40K Overfiend

The first big task I took part in when I joined Games Workshop was to help set up and fill the re-launched Citadel Journal, a whopping 50 issues ago! So, it is with some nostalgia and great pleasure that it'll be returning to the fold, so to speak. The Journal has changed a lot in look and presentation over those eight years, but I think the principle behind it still holds true – lots of cool extra material for people who are really into their games. This will continue to be our philosophy in the future, and you can look forward to more alternative army lists, scenarios, updated rules for miniatures from the extensive Mail Order back catalogue, Forge World releases, house rules, and some extra background. On top of that, we'll also be able to present exciting new character and

troop types, special campaign scenarios, suggested club activities and lots of other stuff.

I'm just helping plan out the first few issues and already there's so much stuff that fitting it in will be a challenge! Of course, we'll also be able to publish experimental rules for changes and new additions to the Warhammer game, and the invaluable feedback and suggestions from veteran gamers like you will be as appreciated as ever. Though perhaps the 'By gamers for gamers' slogan isn't as true as it used to be, I would still like to think that the Journal is and will continue to be a publication dedicated to the enjoyment and edification of enthusiastic Warhammer gamers.

Gav Thorpe, Warhammer Loremaster,

OK you've just read Andy and Gav's notes so what does it all really mean? In January we will be returning with 40K Journal 1 and in February with Warhammer Journal 1. Each month will then rotate between the two systems. Every issue will feature new army lists, ForgeWorld models, back catalogue miniatures, rules and new releases for your favourite armies and games systems. In the studio we are

committed to bringing exciting new rules and models to add additional depth and detail to the games systems we all know and love, without having to cover all the stuff that White Dwarf needs too, this gives us the freedom to be a bit wilder and freer with our ideas. We look forward to seeing you again in a few months, this is au revoir not goodbye!

COMPETITION

Chaos Give-Away

We have one of each miniature from the Mail Order back catalogue to give away. To win this prize of over 100 Chaos miniatures all you have to do is answer the following three questions correctly.

The winner will be the first name out of the hat with all three questions answered

correctly. It will be announced in the next Citadel Journal.

1: In what year was the first Citadel Journal (Number 1) published?

2: Which issue did Paul Sawyer become Citadel Journal editor?

3: What is the original name of the first mortal to attain Daemonhood?

Send your answers to:

The Citadel Journal, Games Workshop Ltd, Willow Road, Lenton, Nottingham, NG7 2WS, UK,

or e-mail:

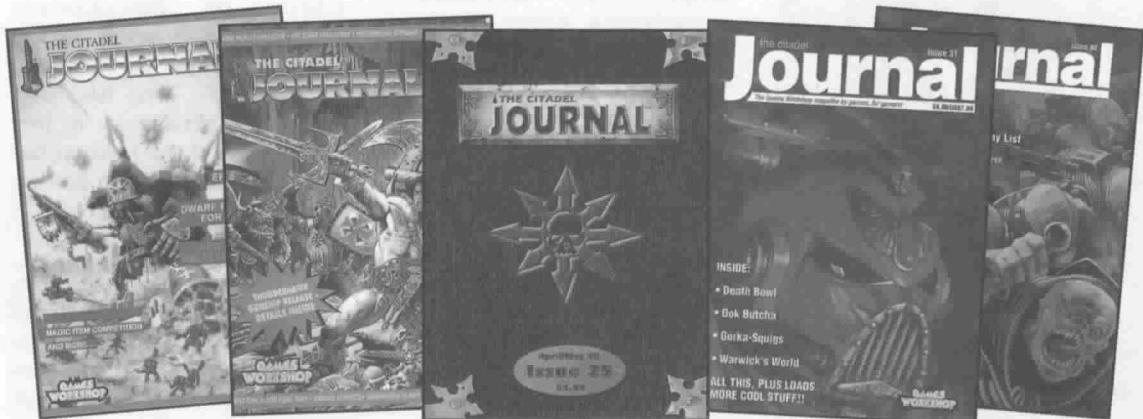
Journal@games-workshop.co.uk

The closing date for entries is July 31st, 2002. The judge's decision is final. No correspondence will be entered into.

50 NOT OUT

50 ISSUES OF THE CITADEL JOURNAL REVIEWED by the Editor

As we reach the landmark of issue 50, it seemed like the right time to take a look back at the last eight years of Citadel Journals. There have been some classic articles in that time, but as well as being a nostalgia trip for those of us who read it since the start, it is also a catalogue of the best articles published in each issue – the articles worthy of a re-read. During the writing of this article I've certainly found myself side-tracked on numerous occasions by an old article I hadn't read in years.



This issue marks a very dramatic change for the Citadel Journal, as it passes from Fanatic's hands and back into the hands of the Studio. I'm sure they have great plans for the magazine, and I'm positive it will go from strength to strength as the Warhammer and Warhammer 40,000 development teams get their teeth into it. We are expecting good things. But this article is not about the future, it's about the past, and where the Journal came from and where it is now.

So let's start at the beginning. Issue 1 would seem like the appropriate place. Published back in 1994, with fresh faced assistant games developers Gav Thorpe, Ian Pickstock and Mark Hawkins at the helm. Their remit was to write and publish articles for all of the GW games. In those days that included Warhammer, Warhammer 40K, Space Hulk, Space Marine, Mighty Empires, Blood Bowl (hey, hey!) and Man O'War.

Looking back it was a belting issue, retailing at a popular £3.99 (well we liked it!). Full of quality articles, including converting a Warhammer Helblaster wagon, weather conditions, ideas for random forces and rules for Knights in Space Marine (personally I played many games using those rules). A budding writer today could do far worse than take a look at those articles and simply update

them to the current editions of the game or take them as examples of the sort of articles the Journal is (and always has) been looking for.

Having got off to a flying start, issue 2 saw Ian's Space Wolf Wolf-Lord conversions, Harlequins in Space Hulk (hmmm!) and rules for urban combat in Space Marine. It also saw the start of the Letters page, a feature that has been a Journal staple ever since.

I must mention here a salutary lesson for all of us. The Journal did start with bold, some would say unrealistic plans, for a national GW league. This would basically allow players to play a game, and the Journal would record the result and keep track of the league, much like the Football Premiership! Players could then compete over the course of a year to be top of the league. Well, we can all dream, but it never happened. This is an idea that has cropped up a couple times over the years and we have never been able to pull it off. It would be all but impossible to regulate, and then along came the Grand Tournament, which was a far easier way to allow players to compete – if competitive wargaming is your bag! The Grand Tournament is now well established, the national league seems to have been dead by issue 4. Such is life!

AS THEY WERE The Editors then...



Gay, meaner



Paul, younger



Steve,
seperated at
birth?



Warwick, hairier

Well, the Journal team of three became two by issue 5, losing Mr Hawkins (very careless!) and Ian and Gav soldier on until a replacement team was found. In the meantime they published some cracking articles, including the Norse background, army lists, war mammoth rules and special characters – something we still get requests for today! And guess what? It used the Mail Order back catalogue range of miniatures, something's never change. This does not mean we want a sudden flood of Norse army lists for the current edition of Warhammer. Since those early days the background to the Norse has changed, rather than being some vague wintry realm of hairy men with a preference for beer, axes, horned helmets and beards you could hide a badger in, it has now become part of the background to Chaos armies. The Norselands, being close to the Chaos Wastes have become the lands of Chaos marauders and the Chaos gods main source of manpower for their armies. A Norse army today would be a Chaos Marauders army, still full of men with a preference for facial hair, horns and axes but no longer Vikings. After that little diversion back to the Citadel Journal.

The first eight issues contained a plethora of good conversion ideas for vehicles such as Eldar Scout Walkers, Jetbikes, Ork Gobsmackers and Space Wolf tanks, any of which would still be perfectly acceptable on today's 40K battlefields with a little work using the Vehicle Design Rules. Another popular contribution to 40K was new cards. Strategy cards, wargear cards for various armies and my personal favourite, Eldar vehicle upgrade cards. The vehicle upgrades have lived on in the current Eldar

codex, and many happy hours they gave to the Eldar players in my gaming group.

Also making a first appearance in issue 8 was the unpresumingly named Andrew Hall, author of a Blood Bowl article about daemon players. From small acorns mighty oaks grow (although the comparison perhaps isn't the best), but back then Andy was just a keen gamer from Lincolnshire. Now he is editor of Exterminatus magazine and soon Blood Bowl magazine. 'He plays like a Daemon' was his first published article so it just goes to show, the Journal has been responsible for getting many people started. I include myself here as well!

After eight rip-roaring issues, heartily devoured by gamers everywhere, Ian and Gav moved on to illustrious careers in White Dwarf, whilst Gav Tyler, James Funnel and Phil Lowe took over the reigns. This team seems to have had less success than their predecessors, and looking back the quality of the articles did slump. From the heights we had to have the lows, and for me the issue 10 Thunderhawk, made from a shoebox in 'Blue Peter' style, was the low. Thunderhawk gunships, what do those words conjure up in your imagination? Great imagery, evocative of the Space Marines roaring in from orbit, did we get a cool model to match? Hmm, maybe not! We'll have to wait for Forge World's version to finally get a good Thunderhawk model for 40K. Let hope it's better than this.

It wasn't all bad though, the 40K Penal Legions army list had promise and rules for the Palanquin of Nurgle (still a cool model) were the highlights of a short four issue run.



Is it a bird? Is it a plane? Is it a shoebox?

Being kind, let's just say the first eight issues were a tough act to follow. Gav was doing lots of the writing and has gone on to become Warhammer Loremaster. By issue 13 (actually 12a) the reign of the assistant games designers was at an end and a new era was dawning. The era of Mail Order and the rise to fame and fortune, (maybe not – Ed) of one Paul 'da 'ead-it'er' Sawyer and his glamourous assistant Alex Scott.

When Paul took over, the Journal was a bit of a mess, unpopular, disliked and not selling too well. It seemed it might be the end of the road after just 12 issues, but (to continue the cricket analogy, unlike an English middle order batsman) Paul played a blinder. Kicking off his reign with a Pirate army lists for 40K and introducing perhaps the longest running regular article in Journal history, Dok Butcha's Klinik. This was a showcase for gamers' converting talents, and included anything from a simple but nice head swap, to masterpieces of the converting art using hundreds of 'bitz'. Modelling is a big part of the Warhammer and 40K hobby and here was a regular column full of great ideas to copy or inspire. I certainly copied a few for my armies.

In issue 14 Paul also unearthed a Finnish contributor by the name of Tuomas Pirinen. Tuomas had written the background, army list, magic items, special characters, et al, for a Warhammer Kislev army, as well as including conversion advice for models that you couldn't buy. The Kislev army list, complete with bear riding cavalry and chicken-legged hut! went down a storm (I guess it still would) and the article earned Tuomas a job in the Games Development department. The rest, as they say, is history, as Toumas became the foremost Warhammer designer, writing lots of army books, Warhammer Siege and eventually his own game, Mordheim, before moving on to work in the computer games industr, (hello Tuomas).

The Journal got a make-over for issue 18, and a new format. It went down to handy pocket sized format, and got fatter, more like the fanzine it was supposed to be. Paul's reign would only last until issue 22 before he moved on to become the editor of White Dwarf.

Issue 23 saw Mail Order relinquish its grip on the Journal and it passed into the tender arms of the newly formed Black Library. For a while it had no editor, only production staff, and various names filled the gap, such as Rick Priestley, Nigel Stillman, Andy Chambers, Andy Jones and Jervis Johnson. The Journal continued pretty much the way it had since issue 18 until a new philosophy took over, a new name became editor. We were entering the 'Hambrook' years. Steve had been working on the Journal for over a year before he was officially made editor in issue 30. His reign would be the longest of any editor, from issue 30 to issue 42, but his first magazine was actually issue 21.

With Steve came a new tag line for the Journal, 'by gamers for gamers!' and the magazine became the voice of hobbyists. All Studio miniatures and terrain where banished from the pages as the Journal was tasked with 'keeping it real', real games with real miniatures; the way people actually experienced the games, rather than the glossy and inspirational approach of White Dwarf and the Studio. Here you would find blurred photos of battle on gamers' dining tables and scratch built terrain, taken by themselves and not in a camera studio. Every author got his mug (ugly or not) in the magazine. The magazine began to focus on games clubs, with contact addresses, and provided free advertising for events, as well as a the Trading Post. This was another good idea that didn't work. The Trading Post was to be the place for gamers to advertise, buy and sell second hand and unwanted miniatures and games. Unfortunately, it never took off in a big way and lack of interest meant it died out. Such was the way with the Journal. It was the gamer's magazine, and they got what they gave.

Heroically, Steve ploughed on for over three years (and we wonder where his sanity went!). The magazine gained some new irregular columns. Warped Visions was a chance for the keen amateur artists to get published and some guy called Warwick got his own column to waffle on about his hobby. Dok Butcha was a mainstay and provided some classic conversion ideas. But as issue 38 hit the presses, the times they were a-changin', and the advent of Fanatic was at hand.

With the advent of Fanatic, the Journal had a new format to fit with all the other Fanatic magazines, and a new remit. It became the magazine for dedicated gamers, and took the view that it would look towards the veteran gamers and those who had already collected armies. It wouldn't ignore new gamers, but it

wouldn't pander to them either. This was a magazine for older players. As such it contained article for advanced gamers, thoughtful 'J Files' by Jervis about wider issues within the hobby and a move away from standard 'tournament' style gaming towards other ways of approaching gaming. It still contained the Forge World rules because they seemed to fit the new remit. It now deals with older special characters which many gamers would have in their army but might not be included in the new army books. It seeks to fill obvious gaps, like the Skaven Doomwheel, a model many veteran Skaven players will have but that is no longer part of the official army, and the Gobblobber for Dwarf players. Plus, new army lists for gamers to re-organise their forces for a change, a new challenge or just a one-off game, like the Ordo Hereticus Strike force or the Empire Crusading army. I don't really expect many people to go out and collect an Empire Crusading army, but Empire players should try the lists for a few games.

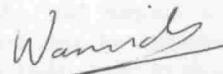
Official or unofficial? Poppy-cock! This is magazine for gamers who are beyond such meaningless definitions. Do older, wiser, more mature gamers really worry about whether they are allowed to field a Doomwheel, Wiesseman's Baneblade or an Ork Bommer or not? Between sensible, reasonable players who are looking for a fun game and not a winning advantage it just doesn't matter. The unofficial/official argument has gone on around the

Journal since the start, the debate might never go away, but if you own the model and are seeking to use it for the right reasons, ie, a better game for both players, then the definition vanishes. It doesn't matter. If you play a game and don't like the rules, then change them for next time.

To go along with all the rules and army lists, the Journal is the place for gamers to find out just what is available from Mail Order from the back catalogues. Perhaps to add variety and uniqueness to a Codex army, but mainly because there are some cool models back there.

Here is a final interesting thing about the Journal. In 50 issues it has never had a price rise. If fact it has had a price cut! Today, a Citadel Journal will set you back £3.50, cheaper than it was in 1994. I don't think there is single magazine anywhere that can claim the same!

We think it's pretty good at the moment, and the future looks bright. The Journal has filled an important role within the gaming hobby. If it didn't exist we'd have to invent it, because otherwise where would all the hobbyist creative urges go - be they to write, convert, paint or draw? They would never find a wider audience than the local gaming group or club. So, long live the Journal, and all who sail in her...



THE BEST OF THE CITADEL JOURNAL

OK, this is my take on the best articles published in the last eight years, the ones that are well worth re-reading, using in your games, re-writing or updating for current editions etc. I'm not going to include the last eight issues because I'm obvious too biased.

Issue 1 - Knights, rules for Imperial and Eldar walkers in Space Marine. Unseen Enemy, a Space Hulk scenario. Helblaster Wagon, rules and conversion ideas for an Empire war engine.

Issue 2 - Wolf Lord Kvalnir Silverclaw, conversion idea for a Space Wolf special character. Storm the Breach, urban combat in Space Marine.

Issue 3 - Forgotten Lands, new tiles and rules for Mighty Empires. Silent Voyage, a Space Hulk campaign including four linked scenarios pitting Space Wolves versus Emperor's Children

Issue 4 - Assault, rules and datafaxes for bunkers, battle towers, and fortifications in 40K. The Power Within, Psykers in Space Marine.

Issue 5 - Siege, rules for attacking and defending castles in Warhammer (which latter became a supplement).

Issue 6 - Warhammer Armies: Norse, the first part of the Norse lists, including background and a bestiary of troop types. Death from the Skies, drop pods in 40K.

Issue 7 - Warhammer Armies: Norse II, the Norse Army lists. Space Wolf Tanks, rules and conversion ideas for Space Marine vehicles, including a Tech Marine Recovery Rhino.

Issue 8 - Warhammer Armies Norse III: War Mammoths and Special characters. He plays like a Daemon, daemon players in Blood Bowl. Eldar Scout Walker, a simple conversion for an Eldar walker. Eldar Vehicle cards, four new vehicle upgrades. Gobsmacked, Evil Sunz Gobsmaker battle wagon conversion.

Issue 9 – Crater Crazy, building craters for your terrain.

Issue 10 – Adapting the Mechanic stuff, new vehicle rules for 40K for readers to playtest.

Issue 11 – Adapting the Mechanic stuff II, second part of above.

Issue 12 – Nurgle Palanquin, rules for the Nurgle Palanquin model. Penal Legions, army list for 40K.

Issue 12a – Big Guys, monstrous players in Blood Bowl. Abominatus, Chaos Emperor class Titan. Pirate Army list for 40K. Bonesinger, Eldar pyskers.

Issue 14 – Warhammer Armies: Kislev. Pirate Army List, pirates and renegade scum in 40K

Issue 15 – Warhammer Armies: Kislev II. Armoured Fighting Vehicles, conversion for the Imperial Guard Minotaur scout vehicle. Nasherhounds, guard dogs for Necromunda.

Issue 16 – Warhammer Armies: Kislev III. Sandstorm, ideas and rules for desert terrain

Issue 17 – The Battle of Black Fen, scenario for the famous battle between Skaven and Undead. Harlequin Psychic power cards

Issue 18 – Navigators, background and rules for Navigators in 40K. Wyrd gatherings, Wyrd gangs in Necromunda.

Issue 19 – What are your orders Sire?, tactics and advice for winning Warhammer battles.

Issue 20 – Epic 40K: the Director's Cut, additional rules for Epic 40K. 'Hack'n'slash, advice on winning close combats in Warhammer.

Issue 21 – Wotchoo Lookin' at? Ogre characters in Warhammer Quest. Dealing with the Damned, how to defeat Chaos armies.

Issue 22 – Leaping Lizards, Lizardmen teams in Blood Bowl (now official rules).

Issue 23 – The Underhive Workshop, making Necromunda terrain. Now you see them... now you're dead, Wood Elf tactics

Issue 24 – "Thieving little b*****!", Halfling characters in Warhammer Quest

Issue 25 – Out of Retirement, old Blood Bowl Star players.

Issue 26 – Ash Nomads, rules for a new gang type in Necromunda (now official rules). The Struggle for Karak Eight Peaks, a subterranean Warhammer battle.

Issue 27 – GorkaForta, making a Gorkamorka fortress.

Issue 28 – Bladerz, jet assisted roller skates for Gorkamorka, hilarious madness! "He'll never hit me at that ran...argh!", missile tactics for Warhammer.

Issue 29 – Adeptus Arbites, allied army list for 40K. Escape from Hag Graef, Warhammer Quest adventure.

Issue 30 – The Dwarf way, Blood Bowl tactics for the bearded ones.

Issue 31 – Dark Tide Rising, a complete Warhammer campaign for the Skaven versus Empire. Deathbowl, multi-player games of Blood Bowl.

Issue 32 – Modelling Workshop, an Imperial forest base. Dok Butcha, Chimera bulldozer/ engineer vehicle conversion.

Issue 33 – Hive Constructors Inc, building Necromunda scenery. Standing in for the Little guys, how to use Squats in 40K.

Issue 34 – Less bark...more bite, Wood Elf characters and conversions.

Issue 35 – The Invasion of Tor Yvresse, Goblins versus High Elves campaign. Dok Butcha's Tanks Galore, very cool Leman Russ conversions.

Issue 36 – The Hungry Horde, Halfling army lists for Warhammer. The Baneblade, rules for Forge Worlds model (now in the Imperial Armour book).

Issue 37 – Hive Fleet Harbinger, personalising and theming a Tyranid army.

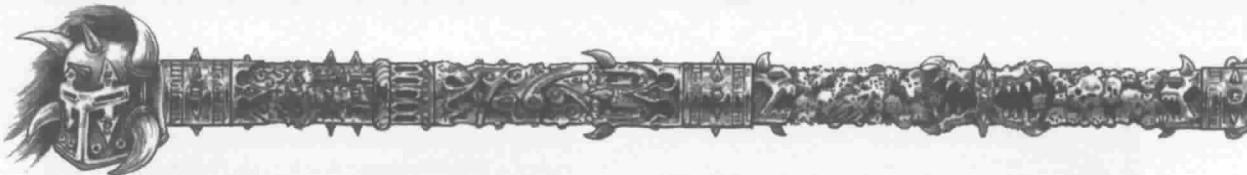
Issue 38 – Master of Chaos, incredible Chaos terrain. In the Dead of the Night, a Warhammer scenario for Witch Hunters against Undead.

Issue 39 – Harlequin army list

Issue 40 – Genestealer Cult army list

Issue 41 – Genestealer army list, part II. Prometheus, rules for a Land Raider variant

Issue 42 – Space Marine Drop Pods, rules for Forge World's models. Pain and Pleasure, tactics for the Dark Eldar.



WARHAMMER CHAMPIONS OF CHAOS

Original background by Tuomas Pirinen, new rules by Anthony Reynolds.

We know many Chaos players out there will have the older special characters in their armies, so Anthony has updated the rules for all of them for the lastest edition of Warhammer.

ARBAAL THE UNDEFEATED

Destroyer of Khorne

Of all the warrior heroes of Khorne the Blood God, there are few so devoted to their thirsting master as Arbaal. Thousands have felt his axe blade at their necks and now their white skulls lie at the feet of Khorne. At the city of Praag in the northlands, Arbaal led one hundred Daemons in the assault on its boundaries. It was Arbaal who finally breached the gates of the city and ended the siege. Legends claim that Arbaal slew a thousand warriors that day.

Arbaal is the favourite of his master and his most devoted servant. Khorne has gifted him with the power of the Destroyer in recognition of his devotion, a reward that belongs to Khorne's most favoured Champion alone. Only one warrior may bear the gift of the Destroyer of Khorne. Should his Champion be defeated Khorne's wrathful eye will turn Arbaal to foul Chaos Spawn, for only the victorious are worthy enough to serve Khorne.





ARBAAL THE UNDEFEATED, Destroyer of Khorne

	M	WS	BS	S	T	W	I	A	Ld
Arbaal	4	8	3	5	5	3	8	5*	9
Hound	7	5	0	5	5	3	4	2	8

*(2D3+1)

Arbaal can be taken as a Lord choice, but will take up a Hero slot as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 425 (315 for Arbaal, 110 for the Hound of Khorne).

Weapons: Arbaal is armed with the Destroyer of Khorne.

Armour: He wears Chaos Armour.

Mount: Arbaal rides the Hound of Khorne.

SPECIAL RULES

Mark of Khorne: Arbaal bears the Mark of Khorne as described on p.47 of Hordes of Chaos.

Challenge: Arbaal must always issue a challenge if possible. If a challenge is issued to Arbaal or a unit he is with then he must meet it if at all possible.

Gaze of the Gods: See Hordes of Chaos, p.52

The Hound of Khorne: The Hound of Khorne is the Blood God's own Flesh Hound, a Daemon of huge proportions combining the attributes of a Flesh Hound with massive size and power. Only Khorne's chosen Champion is rewarded with the Hound of Khorne, which the Champion rides in the fashion of a monstrous beast.

The Hound of Khorne has the following special rules:

Daemonic Mount: The Hound follows all the rules for daemons as detailed on p.29 of Hordes of Chaos, as well as those for Daemonic Mounts on page 31 of Hordes of Chaos.

Frenzy: The Hound is an insatiable hunter, and is subject to the rules for Frenzy, even if otherwise immune to psychology.

Magical Resistance: The Hound benefits from the protection of its magic-hating god, embodied by the heavy collar around its neck. It has Magic Resistance (2) as described on p.114 of the Warhammer rulebook. This also benefits Arbaal himself.

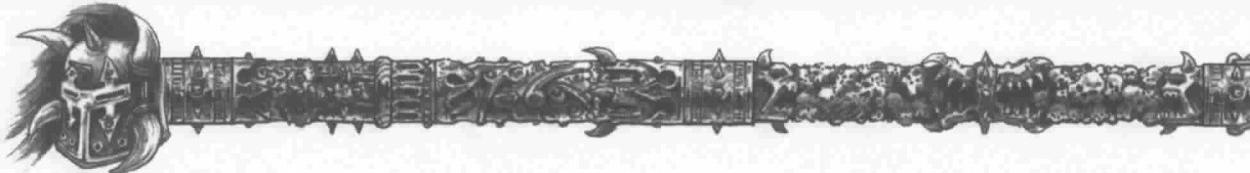
MAGIC ITEMS

Destroyer of Khorne

The Destroyer of Khorne is the gift Khorne, the god of war, gives to his most favoured of Champions. It turns Arbaal into a tireless warrior; a hurricane of fury and destruction upon the battlefield.

Whilst armed with the Destroyer of Khorne, Arbaal will make 2D3+1 (+1 additional attack due to his frenzy, so 2D3 +2) attacks during the hand-to-hand combat phase instead of his normal 5. Roll at the start of each close combat phase to see how many attacks Arbaal can make against his opponents. In addition, Arbaal will never lose his Frenzy, even if he is defeated in combat.





EGRIMM VAN HORSTMAN

Sorcerer of Tzeentch

At the edge of the Screaming Hills stand the Silver Towers of the Cabal. Here Tzeentch's Sorcerers study arcane lore and augur divinations, trying to foretell the moment when the Storm of Chaos will arise again, and how to harness it to their will. The Sorcerers of the Cabal do not speak: instead they communicate using telepathy, even over great distances. This way no-one will know their plans.

The Chaos warriors of the Cabal are called the Thralls – they are the willing slaves of van Horstmann. Upon joining the Cabal, a warrior or wizard must swear unending loyalty to the master of the Cabal and his lord Tzeentch. He is branded with the magical sign of Tzeentch on his forehead so that he can never rebel against the will of his masters. In return he is initiated into the secrets of the Cabal.

The armour of the Cabal is archaic and ceremonial to the point of impracticality covered in a mass of talismans, ribbons and warding sigils. Their weapons are often magical, ensorcelled by the sorcerers of the Cabal. In battle their blades give off an eerie glow that is frightening and yet at the same time fascinating. The Cabal are a terrifying foe: they act and fight in perfect synchronicity, guided by the mad genius of the Chaos sorcerers. Their battle plans are infinitely complex and often seem contradictory, and yet they are always victorious. Their opponents feel that they are part of an act in which their roles are predestined, and trying to resist is like struggling against invisible chains. The symbol of the Cabal is the unblinking withering eye of Tzeentch on an open palm. Their banner bears this symbol, and it is a source of pride to the Cabal that it has never been captured. It is said that a man who gazes into the Withering Eye will grow old and waste away in mere moments.

EGRIMM VAN HORSTMANN

Chaos Sorcerer of Tzeentch

	M	WS	BS	S	T	W	I	A	Ld
Egrimm	4	8	3	5	5	3	8	5	9
Baudros	6	7	0	6	6	6	3	6	8

Egrimm can be taken as a Lord choice, but will take up a Hero slot as well. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 890 points (525 for Egrimm, 365 for Baudros).

Equipment: Egrimm van Horstmann wears Chaos armour and carries a Chaos Runesword.

Baudros: Egrimm rides on the back of the Dragon Baudros, a mighty twin-headed Dragon of Chaos. Baudros has the following special rules: Large Target, Terror, Two Breath Weapons, Fly and Scaly Skin (3+).

Mark of Chaos. Egrimm van Horstmann has the Mark of Tzeentch. He is a Llevel 4 Wizard and uses spells from the Lore of Tzeentch.

SPECIAL RULES

Cunning of Tzeentch: Egrimm is blessed with the deep wisdom and cunning of Tzeentch himself. In battle he can confuse enemy plans and foil their attacks. The opposing generals are like puppets in a play staged by Egrimm.

Any army led by Egrimm gets +1 on its dice when rolling to see which player gets to choose table sides, and when rolling to determine who gets the first turn.

MAGIC ITEMS

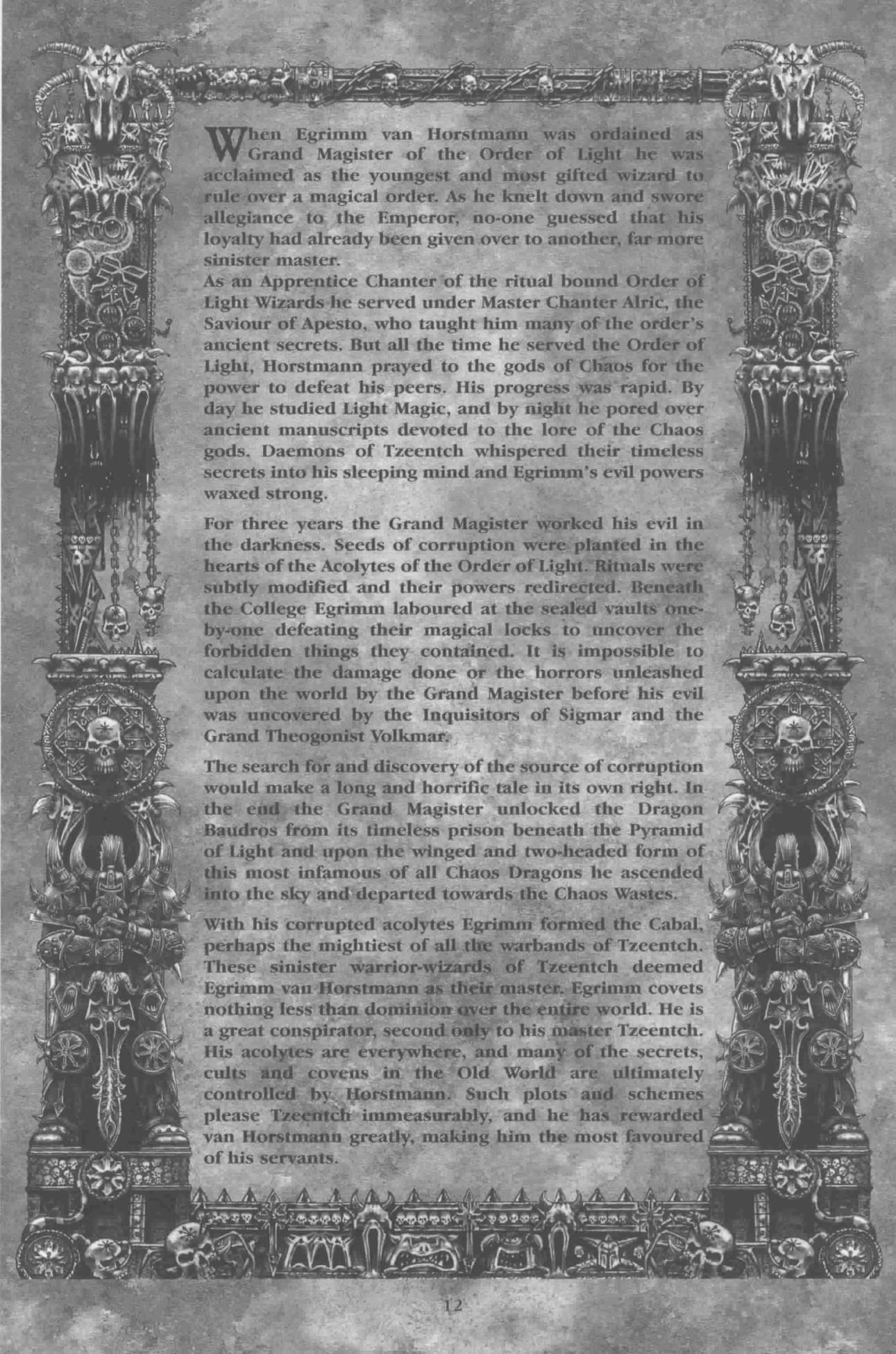
Chaos Runesword: see p.50 of Hordes of Chaos.

Spell Familiar: see p.52 of Hordes of Chaos.

Skull of Katam: see p.52 of Hordes of Chaos

(note that Egrimm being able to take two items from the Arcane Items section of the Magic Items is an exception to the usual rules).





When Egrimm van Horstmann was ordained as Grand Magister of the Order of Light he was acclaimed as the youngest and most gifted wizard to rule over a magical order. As he knelt down and swore allegiance to the Emperor, no-one guessed that his loyalty had already been given over to another, far more sinister master.

As an Apprentice Chanter of the ritual bound Order of Light Wizards he served under Master Chanter Alric, the Saviour of Apesto, who taught him many of the order's ancient secrets. But all the time he served the Order of Light, Horstmann prayed to the gods of Chaos for the power to defeat his peers. His progress was rapid. By day he studied Light Magic, and by night he pored over ancient manuscripts devoted to the lore of the Chaos gods. Daemons of Tzeentch whispered their timeless secrets into his sleeping mind and Egrimm's evil powers waxed strong.

For three years the Grand Magister worked his evil in the darkness. Seeds of corruption were planted in the hearts of the Acolytes of the Order of Light. Rituals were subtly modified and their powers redirected. Beneath the College Egrimm laboured at the sealed vaults one-by-one defeating their magical locks to uncover the forbidden things they contained. It is impossible to calculate the damage done or the horrors unleashed upon the world by the Grand Magister before his evil was uncovered by the Inquisitors of Sigmar and the Grand Theogonist Volkmar.

The search for and discovery of the source of corruption would make a long and horrific tale in its own right. In the end the Grand Magister unlocked the Dragon Baudros from its timeless prison beneath the Pyramid of Light and upon the winged and two-headed form of this most infamous of all Chaos Dragons he ascended into the sky and departed towards the Chaos Wastes.

With his corrupted acolytes Egrimm formed the Cabal, perhaps the mightiest of all the warbands of Tzeentch. These sinister warrior-wizards of Tzeentch deemed Egrimm van Horstmann as their master. Egrimm covets nothing less than dominion over the entire world. He is a great conspirator, second only to his master Tzeentch. His acolytes are everywhere, and many of the secrets, cults and covens in the Old World are ultimately controlled by Horstmann. Such plots and schemes please Tzeentch immeasurably, and he has rewarded van Horstmann greatly, making him the most favoured of his servants.

AEKOLD HELBRASS

Champion of Tzeentch

Aekold Helbrass, Champion of Tzeentch, bears a most unusual gift – the gift that is known as the Breath of Life. Where Aekold walks the grass springs green and meadow flowers blossom. When he walks upon desert sands and stony rocks, the land bursts into life as he passes.

Any living thing he touches springs into new and vigorous growth. The long-dead wood of doors and staves takes root upon his touch. His touch can restore to health creatures that are upon the threshold of death, for such is the power of the Breath of Life. His touch is as indiscriminate as it is potent, behind him he leaves a trail of new life and everything he touches is affected.

AEKOLD HELBRAS, Champion of Tzeentch

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

Aekold	4	8	3	5	4	2	7	4	8
--------	---	---	---	---	---	---	---	---	---

Aekold can be taken as a Hero choice, but will use up two Hero slots rather than one. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 290

Weapons: Aekold carries the Windblade

Armour: Aekold wears Chaos armour

SPECIAL RULES

Mark of Tzeentch: Aekold is a Level 2 Wizard and uses the spells from the Lore of Tzeentch.

The Breath of Life: The Breath of Life is one of the mysterious and bizarre gifts Tzeentch has granted to his most favoured of followers.

Aekold has the Regeneration special rule, as described on p.113 of the Warhammer rulebook. In addition to this, any character model in base-to-base contact with Aekold Helbrass, friend or foe, also gains Regeneration as long as they are in contact with him. If Aekold is killed during a battle, roll a dice at the end of the game. On a 4+ he recovers and does not count as slain, so your opponent does not gain any Victory points for killing him.

While lifegiving is the gift of Aekold, he slays his opponents without pity or care for their life, for he knows all life is but an endless dance of change, dictated by Tzeentch, the Master of Fate.



MAGIC ITEMS

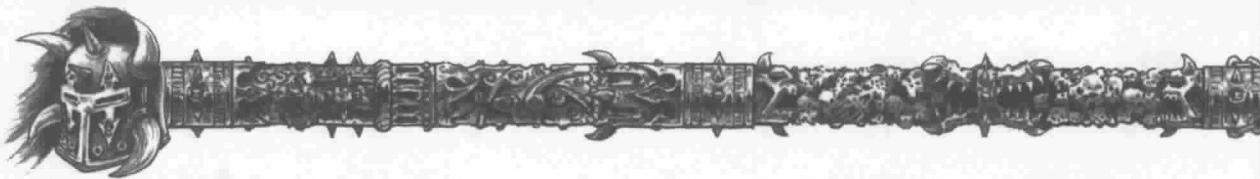
The Windblade

The Windblade is the great double-handed broadsword of Aekold, granted to him by his master, Tzeentch. Like all the favours given by the Changer of Ways, it is an erratic and unpredictable weapon. The Windblade counts as a Great Weapon. In addition, before the battle roll a D6 and consult the chart below to see what effect the Windblade will have on its bearer:

1-2 The Windblade allows its bearer to walk the winds of magic and move with an astounding speed. Aekold may fly as detailed in the Warhammer rulebook.

3-4 The Windblade becomes as light as a feather in the hands of its bearer, and yet still retains its deadly power. The Windblade will therefore always strike first in hand-to-hand combat, regardless of Initiative and charging, and will still confer the +2 Strength bonus. If both sides are allowed to strike first because of magic items or spells, revert to Initiative order. If both models have the same Initiative, roll a dice.

5-6 The Windblade swirls and leaps from the hands of its wielder, striking enemies at a great distance before returning to his hand. Aekold may throw the Windblade in the Shooting phase at any target within 12" that is within his line of sight. Use Aekold's Ballistic Skill to determine whether the Windblade hits its target or not. If the unit is hit it suffers D3 S5 hits.



SCYLA ANFINNGRIM

Chaos Spawn

Once Scyla of the Tribe of the Hound enjoyed the favour of his Chaos god. At one time Scyla's Raiders plagued the northern coasts of the Empire. His name was feared by the Kislevite merchants of Erengrad. Many remembered the daring night raids that left the docklands of the Lynsk an inferno of destruction. But power of such magnitude has its cost, and Scyla paid the highest price for his ambition.

At first his body swelled with chitinous plates. This gift made him even more powerful, but it was the beginning of the end for Scyla. Within the year his head had grown elongated and reptilian, and a beaked tail sprouted from his back. His limbs lost their

clean human shape becoming long, hairy, and ape-like. Soon he could no longer grasp his sword and fell upon all fours like a beast. At last his mind gave up its grip and Scyla was lost in the depths of gibbering abomination, becoming a Chaos Spawn.

Scyla's warband took pity on him; some even revered him in his new form and paid homage to him as a living god. Subsequently, his trusted lieutenant One-Eyed Erlock was chosen as Khorne's Champion, and Erlock placed around Scyla's malformed head the potent Collar of Khorne. When Erlock led the warriors to battle he took Scyla with him, directing the horrific creature like a tamed beast. The ultimate fate of Scyla is not recorded, but he was said to have fallen at the Gates of Kislev, the titanic battle that ended the Great War against Chaos.





SCYLA ANFINNGRIM

	M	WS	BS	S	T	W	I	A	Ld
Scyla		2D6	4	0	5	5	3	2 D6+2	7

Scyla can be taken as a Rare choice.

Points: 135

SPECIAL RULES

Scyla follows all the special rules for Spawn of Chaos (see p.27 of Hordes of Chaos), including Special Movement, Special Attacks, Unbreakable, Fear, Unit Strength 3.

Iron Hard Skin: This gives Scyla a 4+ armour save.

MAGIC ITEMS

Collar of Khorne: see p.52 of Hordes of Chaos.



DECHALA The Denied One

Dechala is the mistress of the Tormentors, the greatest of all of Slaanesh's warbands to ever roam the Chaos Wastes. She is as cruel as she is beautiful and as pitiless as she is beguiling.

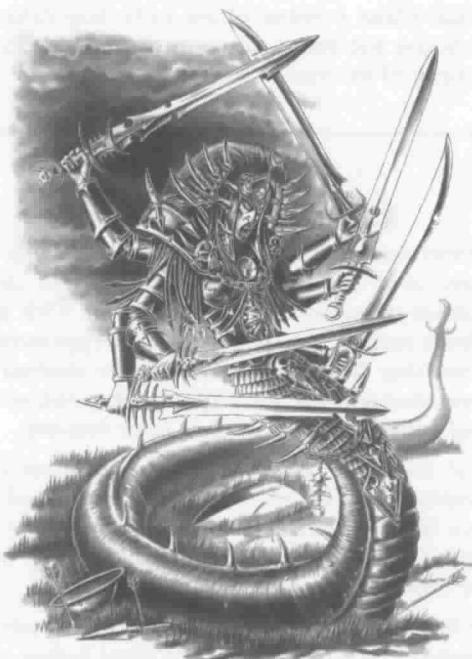
The earliest records of the ravages of Dechala reach down through the centuries. Some say that she was blessed with great age by Slaanesh, or maybe the legends that she was once a High Elf princess are true.

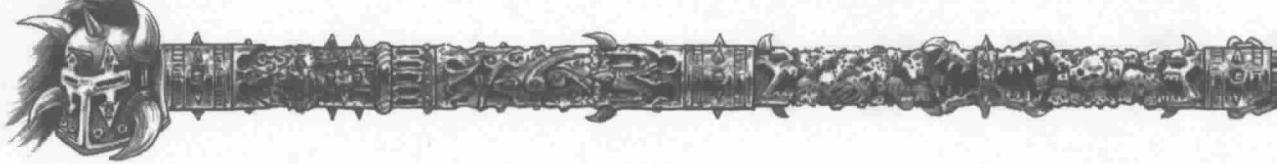
Dechala is mutated beyond recognition, making her a creature of Chaos more akin to a Daemon than a mortal. Her skin is smooth and milk-white. Her legs have been replaced by the lithe and sinuous body of a snake. Her multi-headed tail cracks like a whip, and drips with poison. Her multitudinous arms grasp heavy-bladed swords and her deep blue eyes glow with an inner light, promising terrible pain and pleasure to any who dare to stand before her. She has beauty that only Slaanesh may grant, but it is as unearthly and disturbing as it is irresistible. Her visage evokes loathing as much as it arouses pleasure.

Dechala seeks the ultimate self-indulgence and freedom from the shackles of law and order, but she desires this pleasure only for herself: others can suffer and die as long as her wishes are fulfilled. She is served by a

host of slaves, victims of her hideous poison that erodes both the will and the body.

In battle Dechala is an enchanting sight, her snake-like body dancing to amuse her patron. And as delicate and sensuous as her movements are, they are nonetheless lethal to those who dare to oppose her, and many an opponent has been cut to pieces while entranced by her dance.





DECHALA

	M	WS	BS	S	T	W	I	A	Ld
Dechala	7	8	3	4	4	2	9	6	8

Dechala can be taken as a Hero choice, but will use up two Hero slots instead of one. She must be fielded exactly as presented here and no extra equipment or magic items can be bought for her.

Points: 245

Weapons: Dechala carries a multitude of poisoned swords.

Armour: Dechala wears Chaos Armour.

SPECIAL RULES

Mark of Slaanesh: See p.47 of Hordes of Chaos.

Poison: Dechala's blades drip with potent venom. All her attacks count as having the Poisoned Attacks special rule, as described on p.114 of the Warhammer rulebook.

DANCES OF SLAANESH

Even battle is a way for Dechala to please her master. She dances across the battlefield sensuously, her blades making eerie whistling music to accompany her movements. In combat she may pick one of the following dances. The effect applies for that Close combat phase only. You cannot choose the same dance in two consecutive turns of the same combat engagement.

The Praise of Slaanesh: Dechala fights with dancing movements that enthrall her enemies, and her twisting body becomes almost impossible to hit. All successful rolls to hit against her in close combat must be re-rolled.

Dance of Destruction: Dechala swirls with frantic energy, cutting limbs and severing heads with her whistling blades. Dechala gains +1 to all her to hit rolls.

Daggerdance: Dechala's twisting blades make a wall of steel around her that no sword master can penetrate. She gains a 5+ Ward save.



AZAZEL

Prince of Damnation

Azazel sees into the very hearts and souls of men, and even their deepest desires and bidden passions are plain to him. With his silvery voice Azazel whispers to his opponents, promising them all they have ever desired if they abandon the folly of opposing Slaanesh and embrace the Prince of Chaos instead.

And there are very few that can resist his temptations. All who know of him dread to face him in battle, for the cost of losing to Azazel is not only the death of the body, but the damnation of the soul as well.

At the Battle of the Moors a force of zealous Templars of Ulric had made vows before the

Flame of Ulric in Middenheim that they would banish Azazel or perish trying. But before the battle ended the Templars had been reduced to gibbering imbeciles, slaves to the slightest whim of Azazel. He set collars around their necks and made them walk on all fours like dogs to amuse his patron Slaanesh. The Questing Knight, Guido de Brionne, sought out Azazel, intending to challenge him to single combat to fulfil his grail quest, but instead he kneeled before the Daemon Prince, begging him to accept his undying devotion. Laughing, Azazel severed the head of the Bretonnian Knight, who stood unmoving, convinced in the justification of the act. Woe to those who face Azazel, the right hand of Slaanesh.



AZAZEL

	M	WS	BS	S	T	W	I	A	Ld
Azazel	6	8	0	5	5	4	9	5	9

Azazel can be taken as a Lord choice, but will also take up a Hero slot. He must be fielded exactly as presented here and no extra equipment or magic items can be bought for him.

Points: 575

Weapon: Daemonblade.

SPECIAL RULES

Azazel has the following special rules: Daemonic, Terror, Fly, Unit Strength 3

In addition, he has the Daemonic Gifts Aura of Slaanesh, Soporific Musk (see p.49 of Hordes of Chaos)

Mark of Slaanesh: (see p.48 of Hordes of Chaos).

Sorcerer: Azazel is a Level 2 Wizard, and uses spells from the Lore of Slaanesh.

Temptator: Those who come face-to-face with the awesome presence of Azazel risk gambling with their very souls. Many who see him lose their free will and become

incapable of opposing him. They are used as playthings by Azazel until he grows bored of them and disposes of them as he sees fit.

At the beginning of the Close Combat phase select one model in base contact with Azazel. The selected model must take a Leadership test. If the test is failed, the victim is controlled by the Chaos player in that Close Combat phase. The model will direct its attacks against his own side. The model cannot be attacked by either side during that Close Combat phase but after combat resolution has been worked out, he reverts immediately to the original player's control and can therefore use his Leadership for any Break tests and can be broken and pursued as normal. If the model has no friendly models in base contact, it will not attack that round and attacks can be directed against it, hitting automatically.

MAGIC ITEMS

Daemonblade: Azazel wields a mighty enchanted blade, a deadly living weapon against which mortal armour is no proof. No armour saving throws are allowed against attacks made with the Daemonblade.



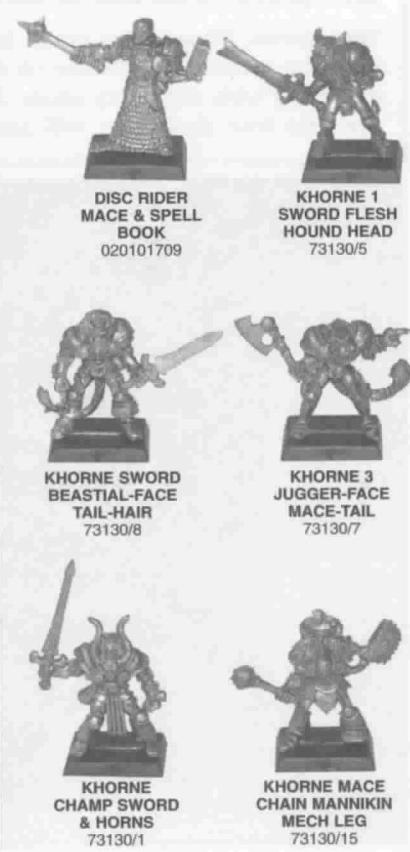
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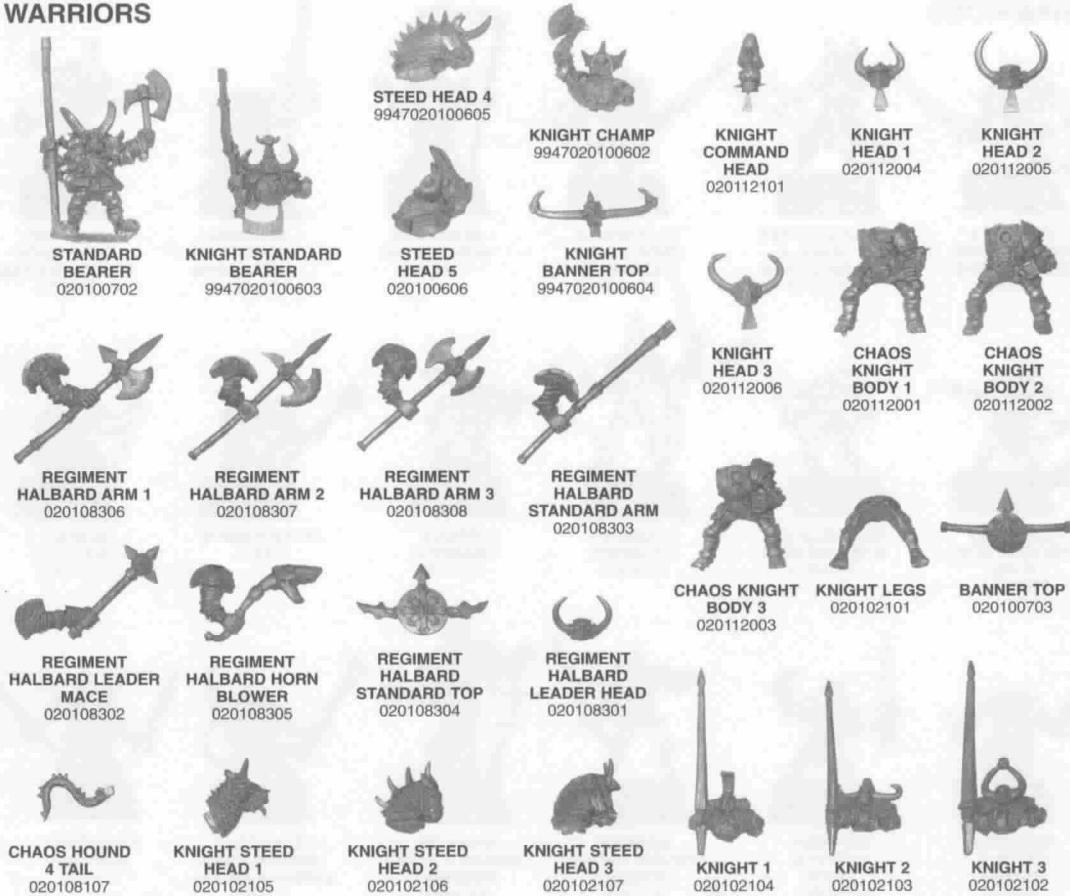


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WARHAMMER CONVERT TO CHAOS

by CJ Cummings

The Summer of Chaos is upon us, and with it comes a renewed interest in the Chaos armies. Whether it's 40K or Fantasy, the hordes will pour forth from their respective domains, dominating tabletops everywhere. But what can be done to make an army stand out from all the other armies?

Mutations of course, bestowed upon the Chaos Warriors by the Chaos gods! Here I give a explanation of the basic techniques I use to convert my Chaos hordes.

I recently picked up the new Chaos Space Marine box set to add onto my Emperor's Children army. After seeing the Chaos Mutations sprue, I was hit on the idea of using them for my new Chaos Fantasy army. The claws and distorted limbs are perfect for adding onto your plastic troops, and the heads are easy to attach with the ball-joint socket and some polystyrene cement. These mutations would show a unit that was chosen by the patrons of Chaos.

I gathered the materials I needed to create my new Warriors, all of which are available through Games Workshop Mail Order or your local hobby shop:

Pin Vice Drill

Drill Bits

Brass Wire

Wire Nippers/Side Cutters

Modeling Files (small files of different shapes and sizes)

Green Stuff

Vaseline (lubricant for Green Stuff)

Sculpting tool (for the Green Stuff)

Modelling Knife

A Cutting Mat (to avoid someone yelling at you for carving up a tabletop)

SuperGlue

Plastic Cement

A box set of Chaos Warriors

Bitz for the mutations (a variety of arms, heads and torsos)

Now, I know I don't have to say this but I'm going to anyway. Safety first! Always cut away from you and use a sharp knife. I've had to SuperGlue my own bitz back on to make sure I didn't lose them on the way to the hospital after cutting towards myself. Dull knives make the cutting harder, creating more strain and a greater chance of injury. Let's be careful out there!



Fig 1

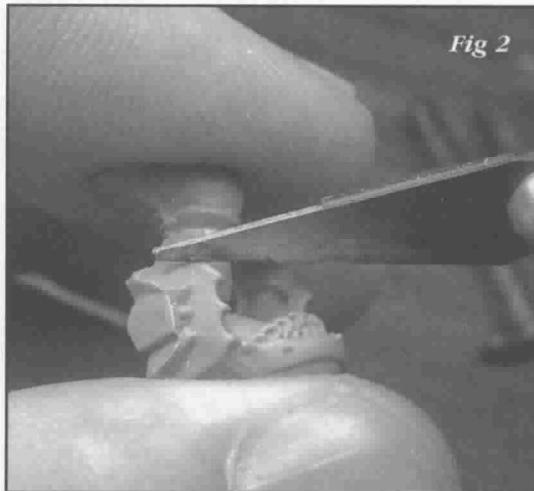


Fig 2



Fig 4

The problem was that after purchasing a box set of the Chaos Warriors and creating a few mutated warriors, the reality of the situation hit! There was only so much I could do with one sprue! But what was the answer? Rummaging through my bitz box I found a solution. By using various arms and heads from different ranges I could create my own mutations. With Green Stuff and modelling supplies I could also scratch-build simple mutations of my own.

Once I'd gathered my supplies at my workspace I figured out what I wanted to do. With the bitz I'd scrounged up I could make arm swaps and head swaps relatively easily. So I'll start there.

I worked with six Chaos Warriors at a time, so I could create a unit quickly and not get bored (I have the attention span of a hummingbird!). I cut the Chaos Warriors off their plastic sprues and scraped off the flash line with the edge of a modelling knife and a modelling file (Fig 2).

Then I glued the legs to the slotta-base using plastic cement (Fig 3). The cement causes a chemical reaction that bonds the two surfaces, like they were melting together. I pressed the two pieces down for 5-10 seconds to ensure a good bond.

If I wanted to use parts from the plastic Chaos Mutations sprue on the legs, for example the tentacle, I'd do that now (Fig 4). Since plastics are soft I cut down and through with my modelling knife onto my cutting board and then used plastic cement to glue the leg and mutation together.

When I finished with the sixth base and leg combo I went back to the first and added a torso. I choose different plastics from different armies for the torsos, like an Ork torso to show the strength of Khorne or an emaciated Zombie torso to show the disease of Nurgle (Fig 5).



Fig 3



Fig 5



Fig 6

Some cutting to ensure a fit was required, and the clippers or a knife helped give shape. If using the clippers, try to make the cut so the flat of the clippers is towards the piece you will use. This prevents the beveled cut being on the working piece and in need of shaving down with a knife blade or modeling file.

This was a good time to put the figures into formation to see if any adjustment needed to be made on positioning. Nothing sucks more than having to tear off a conversion because it doesn't rank up appropriately. When I had a rough idea how I could add the arms, I began. I took the plastics first, as this was the easiest way.



Fig 7

The Chaos Mutation sprue has a variety of arms to use, and they were added first. I used the full range of plastics available. If I use something bestial like Orcs, I either cut off the clawed hands or left them on (Fig 6). The Orc weapons were cut off and replaced with Chaos weapons from the plastic sprue; a simple weapon swap. I also cut one of the weapon arms off from the shoulder pad and attached it under an upraised arm for a multi-arm mutation. If an emaciated arm from the Zombie sprues is then added it is a good contrast between the strength of the Chaos Warrior arms (Fig 7). With all the plastics I used the plastic cement to combine the pieces. If there was any gaps I took a sliver of plastic from the sprue or an off-cut and inserted it into the spot with a dab of cement. This created a stronger bond and won't require Green Stuff.

Once I had the plastics glued I look at my metal bitz and organized how to fit them so they still ranked up. I used the pin vice drill and brass wire to pin them on for greater support. I use brass wire for all my pinning and scratch building. Many people use paper clips, but they have a high zinc content making it easier to bend or break and they do not provide such good support.

Daemon claws/limbs and Chaos Spawn bits are perfect to add for arm mutations. I cut the bit for the mutation off with clippers, ensuring the flat end is toward the piece I was using (Fig 8). I filed the end flat to ensure a matching fit (Fig 9). I drilled a hole in the arm the mutation was to be added onto (Fig 10). I then glued a wire in with SuperGlue and cut it about 2-3 mm from the drill hole. I drilled a hole in the bit I wanted to add onto the arm and then checked for placement on the arm to ensure proper positioning. I always

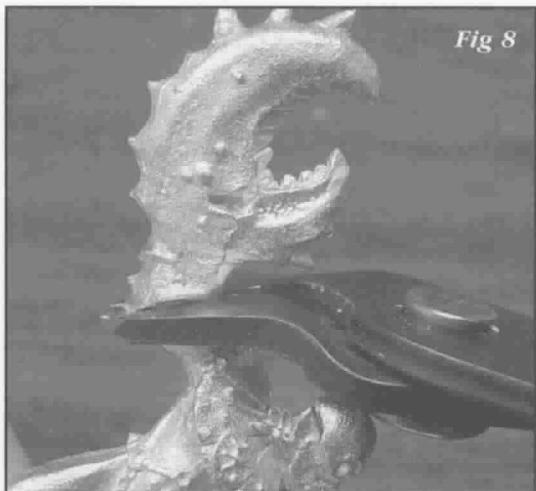


Fig 8

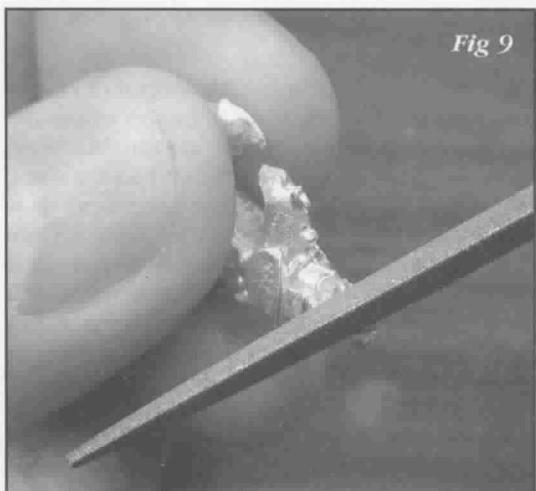


Fig 9

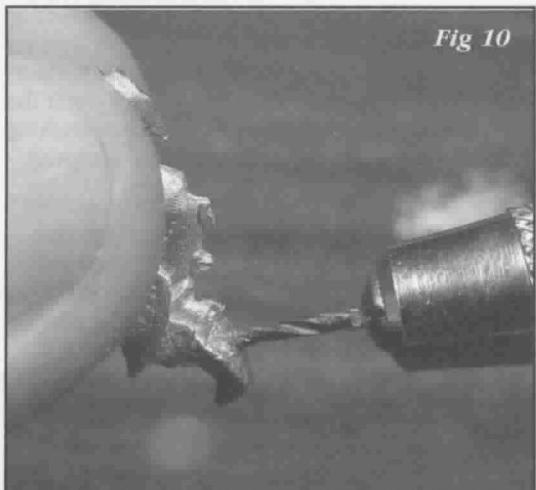


Fig 10

and held it for a second or two. I then attached the entire arm to the torso with plastic cement.

Tails can be added on like limbs, as a way of showing a poisonous attack, an extra weapon, or as a defensive limb (Fig 11). The Skaven Gutter Runner tails are an excellent way to show this without needing to be pinned (Fig 12).

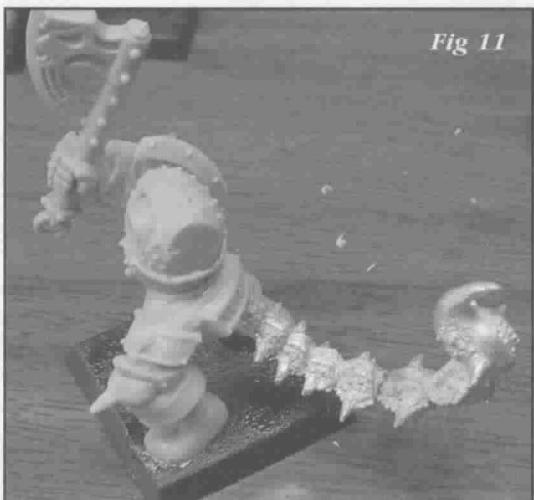


Fig 11



Fig 12

The heads were converted in a similar manner. I used heads that are either Patron specific, like Daemonic Beast heads or Daemon heads (Fig 1 and 14), or Chaos Spawn bitz. I pinned them on with brass wire in the same manner that I pinned the arms on. The different heads from a variety of ranges are easily converted and glued on, especially if they are plastic. I used Kroot heads for a Tzeentch look (Fig 13) and Zombie heads for the rotten Nurgle feel (Fig 5). The Chaos Mutations have a plethora of heads to choose from too, making anyone who converts spoilt for choice!

check placement before I glue the bit on! This ensures I don't mess up the drill placement and that I have drilled far enough in for the pin to fit. When I was happy I glued it in with SuperGlue



Fig 13



Fig 14

Once I'd finished with the basics I started to convert with more advanced techniques. My unit has a variety of arms but there is a definite lack of tentacles. For this I turned to my trusty Green Stuff and thin brass wire.

I began by drilling a hole in the limb that a tentacle would be added. I used a thinner brass pin so I could bend it later. I glued the brass pin in and estimated how long I want the tentacle to be (Fig 15). I cut it with the clippers at the desired length, but a little shorter than the full distance – about 2 mm less. When I got all the limbs I wanted to add tentacles drilled and pinned, I started to work with the Green Stuff.

For anyone unfamiliar with Green Stuff a sliver is cut off of the end and the two parts are kneaded together until it looks green. It then gets tacky and is workable for about two hours. Until it hardens it can be sculpted and smoothed into the shape you want. This stuff isn't good for you; don't ingest it in any way. Green Stuff gets really tacky when it is first mixed, so to ensure it doesn't stick to the sculpting tool or me I used a lubricant compound on my tool or my fingers. I recommend Vaseline, others recommend water. I do not recommend licking your fingers or sculpting tool. When sculpting is totally completed, the piece should be washed with soap

and water so the primer paint spray will stick when applied.

Once the Green Stuff is kneaded together I laid it on the wire. Using my greased fingers and/or the sculpting tool I wrapped it around the wire, creating a sausage/tentacle. When I had it along the whole length I worked it around so it is smooth and extended past the wire about 2-3 mm (Fig 16). Once I had it where I wanted it, I put it under a lamp to harden for an hour. (Heat will speed up the hardening process.) When it was hard and I'm sure I won't leave a fingerprint or mash what I've created, I took another sliver of Green Stuff and kneaded it together. I then took small bits of the Green Stuff and rolled it to create small balls which I added all around the tentacle. I took the tip of a lubed pencil or pin and push it into the middle of the ball, creating small donuts or 'suckers' on the tentacle (Fig 17). When I'd added as many as I wanted, I put the tentacle under the lamp again to harden. I usually wait the full two hours at this point to ensure everything is hard and I won't mess up what I've sculpted.

When the tentacle is ready you can bend the wire to the curvature you wish (Fig 18). In my case, I took off the hand from the Chaos Chariot driver that carries the whip, and added a tentacle for his lash. You can also twist it around a weapon, or

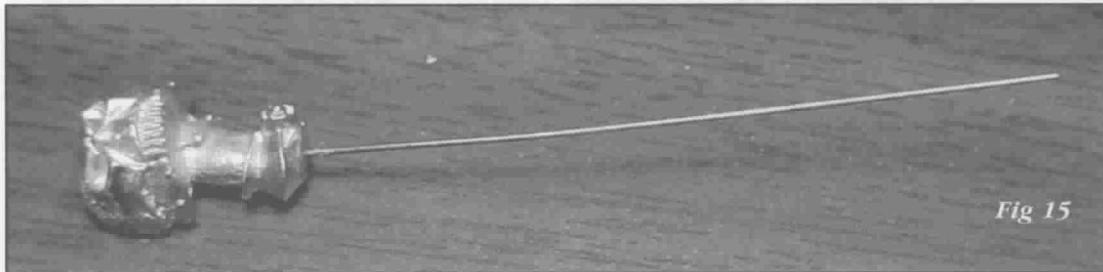


Fig 15

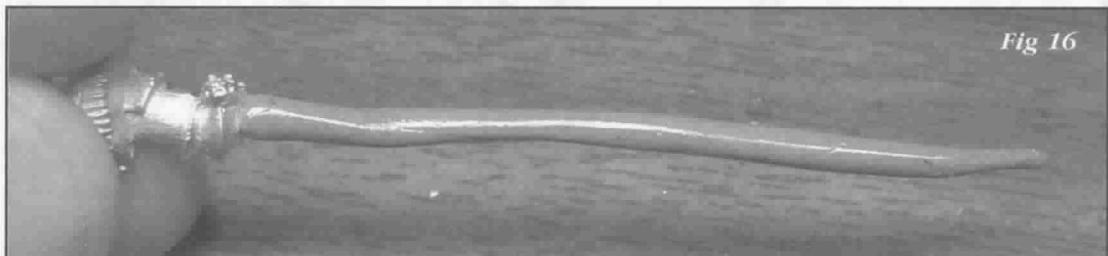


Fig 16

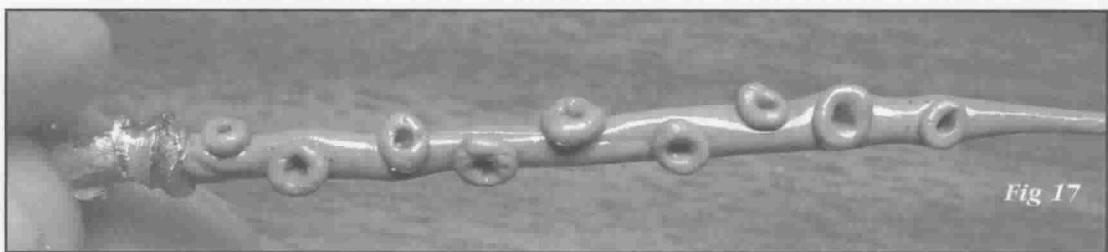


Fig 17



Fig 18

create a bunch of small tentacles in a Lovecraft-esque manner. If a more natural look is desired, the initial sausage can be flattened around the wire, and the suckers added to the bottom of the limb, like an octopus.

Using these methods I was able to convert a unit of twelve Chaos Warriors in the course of an afternoon. This unit is unique and will be part of my Chosen retinue. Since there are a variety of

mutations, I don't have to require them to be under the banner of one particular Patron. Plus the unit, when painted, will form a centerpiece that will set the standard for the rest of the army. With this guide you too can create a unit to be proud of. These conversion tips can be used for 40K as well as Fantasy (Fig 20). So good luck on your own converting endeavours and may your Patron's eye always look upon you with favour!



Fig 19

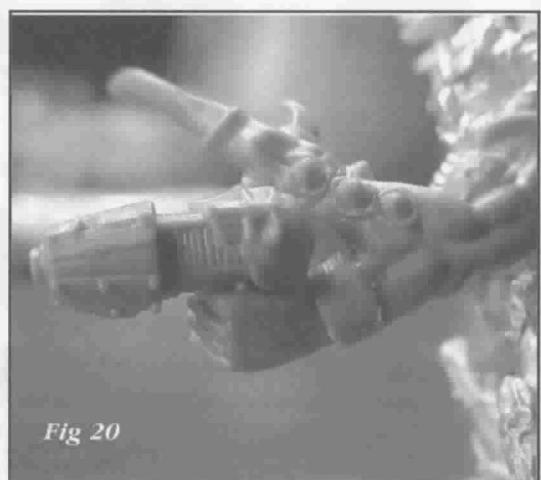


Fig 20

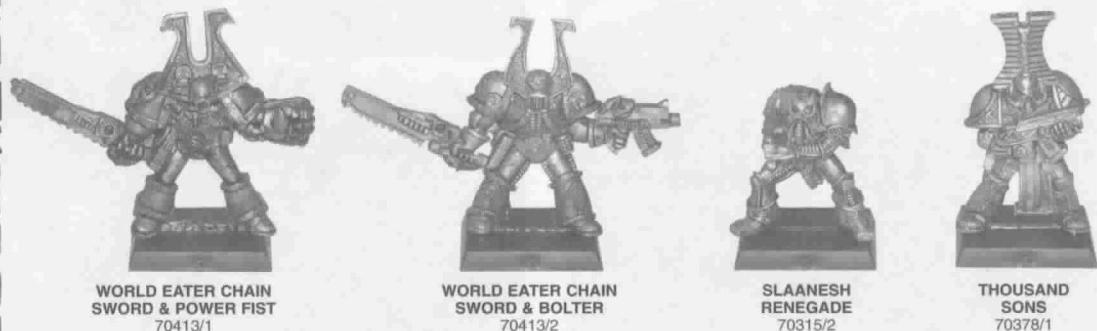
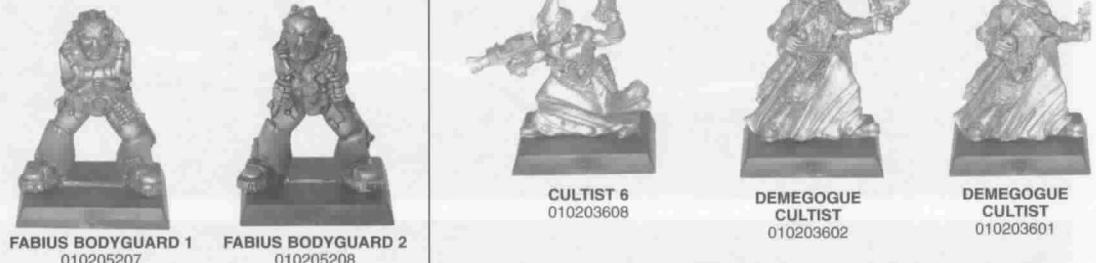
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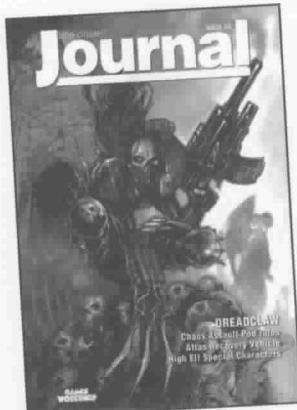
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IMPERIAL ARMOUR

TAU TIGER SHARK

Experimental Rules by Warwick Kinrade

USING THE TIGER SHARK

As well as just including the Tiger Shark in your Tau Hunter cadre for games of Warhammer 40,000 the model provides the ideal centre piece for a variation on the Hostage Situation scenario from Codex: Tau.

The Tiger Shark has made a crash landing. A Tau Hunter Cadre have been dispatched to recover the crew and destroy the Tiger Shark with thermal charges to prevent its valuable technology falling into the wrong hands. The Air Caste crew have ejected in the escape pod and landed nearby. It is a race against time as more and more enemy forces are drawn to the area to investigate the crash site. Find the crew and destroy the wreck...

Tiger Shark Strike Aircraft

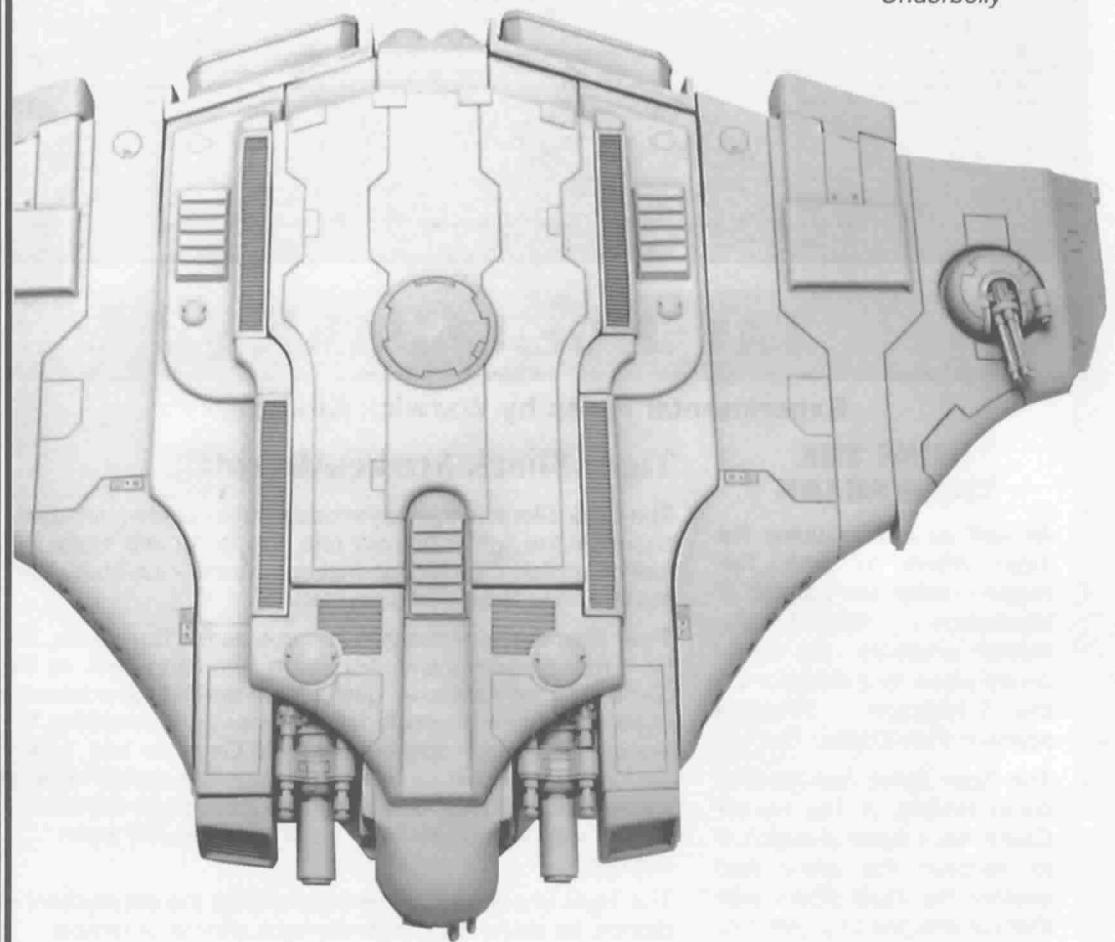
The Tiger Shark is the Barracuda's larger cousin. A large aircraft in the fighter-bomber role, it is faster and more manoeuvrable than its Imperial equivalent – the Marauder, but lacks the large bomb payload.

Tiger Sharks are never as numerous as the Barracuda, but have many features and systems in common with it. All crew come from the Air Caste, giving them the natural advantage of superior three-dimensional awareness and tolerance for higher acceleration speeds and more Gs in the turn. Like the Barracuda, different Air caste septs operate slightly different versions. Other Tiger Shark variants have been identified armed with railguns, multiple burst cannons and smart missiles.

The Tiger Shark's main role seems to be the deployment of drones. Its drone racks can deploy a shower of remote weapons platforms anywhere over the battlefield, as well as strafing with its ion cannons and wing-mounted missile pods.



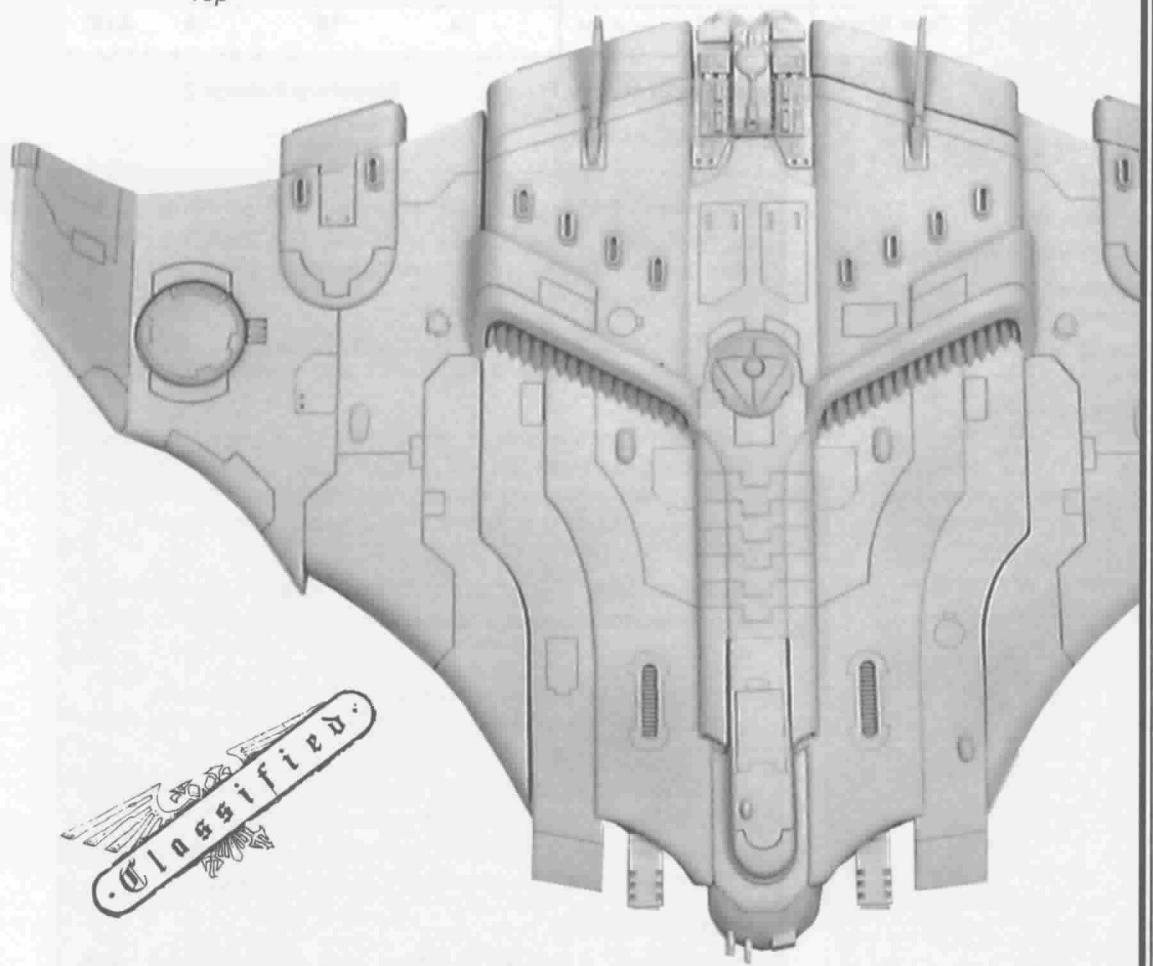
Underbelly



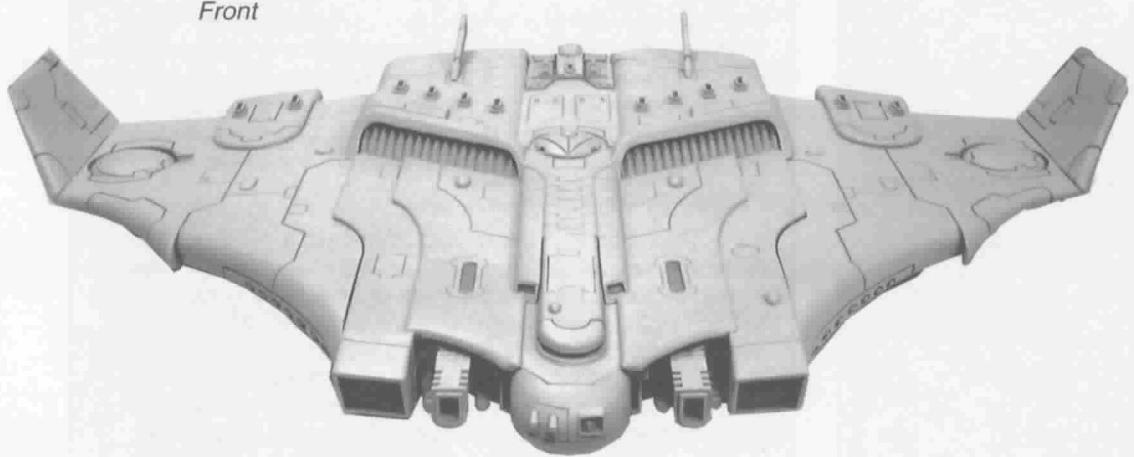
Rear



Top



Front



*Tau Tiger Shark Strike Aircraft. This aircraft is supporting
the N'torn Interception force.*

TIGER SHARK FIGHTER BOMBER

	Points	Front Armour	Side Armour	Rear Armour	BS
Tiger Shark	353 + 12 pts per drone	10	10	10	3 (4)

Type: Super-Heavy Flyer

Structure Points: 2

Crew: Tau Air caste

LENGTH: ??m

HEIGHT: ??m

WINGSPAN: ?m

ESTIMATED WEIGHT: ?tonnes

ARMOUR: 35 mm, material unknown

MAXIMUM RECORDED SPEED: 2,100 kph

CREW: 2. One pilot, one navigator

ARMAMENT: Twin linked ion cannons, twin linked missile pods, two burst cannons,

MAIN AMMUNITION: 8,000 rounds, 12 missiles

PAYOUT: 15 Gun Drones

Weapons: The Tiger Shark is armed with twin-linked ion cannons, twin-linked missile pods and two burst cannons. Note the burst cannons are not twin-linked and can fire at different targets.

The Tiger Shark has three Drone racks carrying 14 Drones in total. It also has an Escape pod. See Special Rules below.

The Tiger Shark is always equipped with a targeting array. This has been included in the points cost and its increased BS. It is also equipped with a decoy launcher as described in Codex: Tau. The points cost is included in the Tiger Shark's total points value.

Options: The Tiger Shark can carry up to 14 Gun Drones in its two Drone racks. These can deployed as one or more squadrons.

The Tiger Shark can take any of the following vehicle upgrades as described in Codex: Tau – black sun filter and disruption pod.

Super Heavy Detachment: As a Super Heavy flyer the Tiger Shark must be taken as a separate 'detachment', as described in the 40K Rulebook, fighting alongside another army. A detachment consists of 1-3 Tiger Sharks.

SPECIAL RULES

(See Flyers rules in the Imperial Armour book and Imperial Armour book II)

Drone Rack

The drones may be deployed on any attack run without the flyer having to land. The drones deploy by the normal rules for Deep Strike, but as they deploy during the attack run in the opponent's turn, they may move, shoot and assault normally in the Tau player's subsequent turn. Any number of squadrons can be deployed in a single turn.

Escape Pods

If the Tiger Shark is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that is off-table it is counted as having escaped safely; see below. If not, place two Tau models within 2" of it (count as Fire Warriors with no weapons). The crew are counted as being below half strength and are worth 0 Victory points on their own, but their vehicle counts only as being damaged for Victory points purposes whilst the crew are still alive or if they escape.

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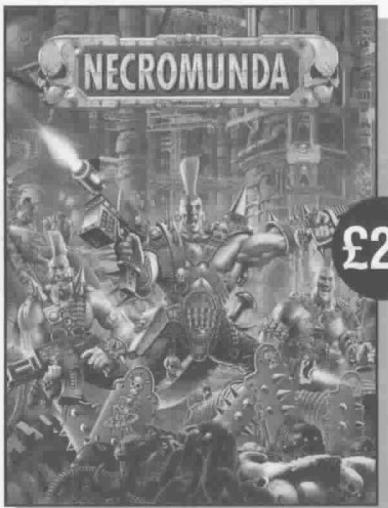
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All of the rules need to play Necromunda can be find in the Necromunda rulebook. It includes information for creating a gang, combat rules, a list of all the weapons and equipment you can use, scenarios to play, and details of how to run a Necromunda campaign.



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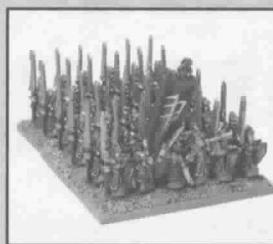


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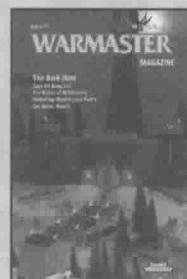
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Leader with Boltgun and Power Axe
Leader with Boltgun
Ganger with Lasgun 1
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Ganger with Lasgun 3
Ganger with Lasgun 4
Ganger with Autogun 1
Ganger with Autogun 2
Ganger with Shotgun 1
Ganger with Shotgun 2
Heavy with flamer body
Heavy Flamer pack
Heavy with Lascannon body
Delaque Lascannon
Delaque Lascannon pack
Heavy with Heavy Stubber body
Delaque Heavy Stubber
Delaque Heavy Stubber Pack
Juve with Stub Gun 1
Juve with Autopistol 1
Juve with Stub Guns
Juve with Stub Gun 2

Orlock
Leader with Melta-gun and Laspistol
Leader with Boltgun and Axe
Ganger with Autopistol
Ganger with Stub Gun and Pick
Ganger with Shotgun
Ganger with Autogun and Stub gun
Ganger with Autogun 2

Ganger with Lasgun 1
Ganger with Autogun 1
Ganger with Lasgun 2

Heavy with Bolter body

Orlock Heavy Bolter

Orlock Heavy Bolter Backpack

Heavy with Stubber body

Orlock Heavy Stubber

Orlock Heavy Stubber Backpack

Heavy with Flamer body

Orlock Flamer

Orlock Flamer Backpack

Juve with Stub gun and club

Juve with Autopistol

Juve with Stub gun

Juve with Laspistol

Goliath

Leader with Chainsaw and Launcher

Leader with Meltagun and Stub gun

Ganger with Autogun
Ganger with Lasgun and Stub gun
Ganger with Shotgun
Ganger with Hand Flamer
Ganger with Lasgun and Autopistol
Ganger with Autogun and Axe
Goliath Heavy Bolter body
Goliath Heavy Bolter
Goliath Heavy Bolter Backpack
Goliath Heavy Stubber Body
Goliath Heavy Stubber
Goliath Heavy Stubber Backpack
Juve with Laspistol 1
Juve with Stub gun
Juve with Laspistol 2
Juve with Autopistol

Escher
Leader with Boltgun and Laspistol
Leader with Autopistol and Sword
Ganger with Autogun and Stub gun
Ganger with Lasgun
Ganger with Autopistol and sword
Ganger with Shotgun
Ganger with Lasgun 2
Ganger with Two Swords
Ganger with Shotgun & Auto pistol
Ganger with Plasma pistol and club
Ganger with Laspistol and Flail
Ganger with Auto gun
Ganger with Auto pistol/Chainsword
Ganger with Bolt pistol & Grenade
Heavy Stubber body
Escher Heavy Stubber
Escher Heavy Stubber Backpack
Escher Heavy Plasma gun body
Escher Heavy Plasma gun
Escher Heavy Plasma Gun Backpack
Juve with Stub gun and Pick
Juve with Autopistol
Juve with Stub Gun
Juve with Autopistol and Club

Van Saar
Leader inc Plasma Pistol/Chainsword
Leader with Melta-gun/Chainsword
Ganger with Lasgun
Ganger with Shotgun
Ganger with Autogun and Laspistol
Ganger with Autogun
Ganger with Lasgun and Autopistol
Ganger with Boltgun

Heavy with Stubber body
Van Saar Heavy Stubber
Van Saar Heavy Stubber pack
Heavy with Plasma gun body
Van Saar Heavy Plasma Gun
Van Saar Heavy Plasma Backpack
Juve with Laspistol
Juve with Autopistol and Stub gun
Juve with Autopistol
Juve with Stub gun and club

Cawdor
Leader with Autopistol/Chainsword
Leader with Boltgun and Sword
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Ganger with Shotgum 2
Ganger with Autogun 1
Ganger with Lasgun 1
Ganger with Lasgun 2
Ganger with Lasgun 3
Ganger with Autogun 2
Ganger with Lasgun 4
Heavy Stubber body
Cawdor Heavy Stubber
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Cawdor Heavy Bolter Backpack
Heavy Grenade Launcher body
Cawdor Grenade Launcher
Cawdor Grenade Backpack
Juve with Stub gun 1
Juve with Stub gun 2
Juve with Laspistol
Juve with Stub gun

Ash Waste Nomads
Leader with Goggles
Leader with Hood
Heavy with Hood down
Heavy with Hood up
Ganger with Hood
Ganger with Autogun
Ganger with Cap
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BARBED HIERODULE

BARBED HEIRODULE

WORLD OF FIRST CONTACT:
Maxima Moran

APPROX WEIGHT: 6 tonnes

LENGTH: Snout to tail: 15m

SHOULDER WIDTH: 3.4m

HEIGHT: 5.8m

SCYTHE LENGTH: 3.6m

AVERAGE SPEED: 7 kph

ESTIMATED MAXIMUM SPEED:
22 kph

ESTIMATED ARMOUR: 4-90mm

ARMAMENT: Two forelimb
claws. Two Bio-Cannons.

Experimental rules by Warwick Kinrade

The following rules have been created using the Tyranid Monstrosities – A Guide to Spawning article from WD255 Chapter Approved and the Chapter Approved book.

Following the loss of Hamman's World to the swarms of Hive Fleet Kraken the Imperial forces were evacuated and moved to the Moran system. Reinforcements, originally intended for Hamman's World were re-directed to the main planets of the Moran system, Maxima Moran and Babel's Dock. Hamman's World was forgotten, it was beyond Imperial aid now, stripped and consumed. A new defence was rapidly established. Battered units were brought up to strength by enforced conscription from the local populace. Training and re-equipping was hurriedly carried out to face the expected attack and new ground defences were constructed. The planetary defences were readied for battle.

Moran did not have long to wait before the onslaught began. Hive ships moved in-system, overrunning the orbital defences after a bitter fight. Soon the clouds darkened and the skies were filled with the tell-tale fire trails of mycetic spores. The veterans which formed the backbone of the new defenders thought they had seen everything the Tyranids could throw at them on Hamman's World, but it soon became evident that, whilst the defenders had been busy, the Hive Mind had not been idle. The Scythed Hierodule had first been identified during the Hamman campaign, but now a new threat emerged. The Scythed Hierodule had evolved into a new, deadlier threat.



HEAVY SUPPORT

BARBED HIERODULE ***Genofixed Species***

Pts/model	WS	BS	S	T	W	I	A	Ld	Sv	
Barbed Hierodule	540	4	3	8	8	5	3	1(2)	10	2+

Brood: 1 Barbed Hierodule

Bio-Weapons: The Barbed Hierodule has two scything talons (+1 attack). It also has two Bio-Cannons (counts as twin-linked). It may not have any other weapons.

Mass Points: 2

SPECIAL RULES

Gargantuan Creature: As a Gargantuan creature all the rules for Tyranid Monstrous creatures listed on page 6 of Codex Tyranids apply to the Barbed Hierodule.

The Horror: Any enemy unit wishing to assault the Barbed Hierodule must make a Morale check. If the unit fails then the unit quails before the horrifying psychic presence of the Tyranid Hive Mind and may not make an assault that turn.

Bio-Cannon:

Range	Str	AP	Type
48"	10	3	Assault 1, Ordnance Blast

Many Scythed Hierodules had been killed during the final days of battle on Hamman's World as the Imperial defenders learned to bring their heaviest ordnance to bear at maximum range. The Hive Mind had learned its new weakness, and with dazzling speed had evolved a response.

The Barbed Heiroodule (as troops on Moran soon came to know it) had replaced two of its four huge scythe-like claws with massive deathspitter-like bio-cannons. The symbiote acid creature was gone and the creature's frontal chitinous armour plates, especially around the head had grown and thickened, for extra protection. Given the creature's new battlefield role, it all made a chillingly logical sense to the soldiers on the ground. Was the alien Hive Mind learning and adapting faster than anybody thought possible?

The two bio-cannons allowed the Barbed Hierodule to engage threats to itself at long range, no longer relying on its bulk and armour until it could close to use its claws. Rather than leading the attack, the Barbed Hierodule could now be seen lurking behind the other creatures of swarm, occasionally rearing up to vomit huge gobbets of corrosive slime into the defenders from its two weapons. Such was the strength of the acid that men, bunkers and tanks would melt into steaming puddle of slime.

Once weapons which could threaten the Hierodule were neutralised the creature would advance, pushing past the other creatures into the front ranks where its two claws, fanged jaws and horrifying appearance would send any remaining defenders fleeing.

As yet encounters with the Barbed Hierodule have been restricted to the Moran system, but as with all newly encountered creatures, reports of them in different sectors and warzones will soon begin to multiply as the Hive Mind expands the creature's deployment.



BARBED HIERODULE

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Model sculpted by Simon Egan



Code: IAY002

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This issue Warwick takes a look at your letters.

JUSTICE FOR THE HARLEQUINS

The debate has run long and heated over the article published in my name in Citadel Journal 44, and I have now come to see that a response is in order.

The fantastic boys at Fanatic have allowed me this space to briefly set some things straight. Here goes:

First is first; the Powerblades and the Harlequin's Kiss. There was a miscommunication between me and Fanatic on this issue, and I want to set it straight right now. You can NOT combine the effects of Powerblades with the effect of any other weapon, neither the Harlequin's Kiss, nor any other. The Harlequin Wargear listing is somewhat unfortunately phrased in this, saying that a "model with powerblades ignores armour saves". The correct line, taken from the Eldar Codex, is a "model using powerblades ignores armour saves". You pick which weapon you want to use. Pick the Kiss; wound on 2+. Pick the blades; ignore armour saves. A model can have both, but has to use one or the other in combat.

Second; the Mimes should be 10 points each, with a Leader at +12 points, not 25 points each.

There are still things that need working out with the Harlequin List, but eventually the results will be dazzling, I'm sure!

Rasmus Hansson

ATLAS AND DREADCLAW

First of all I'd like to say it's great news about the increase in Imperial Armour articles, these are the reason I started buying the Journal in the first place.

Secondly, just a few questions about the two new vehicles:

1) The rules for the Atlas seem to indicate that a vehicle immobilised in difficult terrain becomes mobile if it leaves the difficult terrain (ie. by being dragged). Is this the case? And does this happen no matter how the vehicle leaves the difficult terrain (however else that may be)?

2) The Dreadclaw's Infernal Device special rule appears useless, as a flyer which is stunned can always move straight ahead (in fact it has to). What should the rule read, or is it included by mistake?

3) The Dreadclaw is re-usable, so I assume it can take off again, with or

without passengers, unless it lands in difficult terrain and is immobilised. Is this right?

4) The Dreadclaw is given at 25pts, whereas Space Marine Drop Pods are 70 pts. The Dreadclaw is easily superior to Loyalist Drop Pods, so the point values need adjusting.

Thanks for reading!

Richard Hill

1) Yes, once a vehicle is out of the terrain that immobilised it can move again.

2) Re-reading the Dreadclaw rules, the Infernal Device actually serves no purpose. Originally, the Dreadclaw was going to be armed, so the Infernal Device is left over from an earlier version. Ignore it for now.

3) It can indeed lift off.

4) Yes, points values are tricky here. We charged the full amounts for Space Marine Drop Pods but they were expensive for something with no weapons. I decided to go the other way with the Dreadclaw, making them a lot cheaper. In retrospect I like the first approach better, because they are just so useful. The points will be changed for the final version when it appears in an Imperial Armour book.

CULT UPDATE

Now that the official Tyranid Codex has been released, the Genestealer Cult list doesn't seem to be valid any longer. I'm writing to inquire whether or not an updated army list for Genestealer Cult will be published?

Eric Caillibot

We have no plans to update the Genestealer Cult at the moment.

INTERNATIONAL SUBSCRIPTION IS WORTH THE PRICE...

Dear Fanatic,

Getting home today I saw the new CJ laying on my desk. "Well", I thought to myself, "let's see if the international subscription is worth its price" and started poking around the pages of the Journal.

Let me introduce myself. I'm Andrea, 24. I started with GW games when a friend of mine sold me the old Epic Space Marine box at half price, that was... well... seven or eight years ago... after Epic came 40K and the first White Dwarfs. Talking about that time we seem to remember a sort of

Mailbag

*The Journal Bunker: Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS, UK*

"Golden Age" of our hobby. It was the time of the new 40K 2nd edition Codexes, and every magazine was full of new stuff to add to our armies, a source of long hours at the telephone talking about the new Space Marines bike, the wonder at the publishing of the marvelous Codex: Chaos, new models bought, new terrains done.

The next logical step had to be a tournament! We organized it and everything went unexpectedly well. People came from Milan and Bergamo, far away from our small town. We met new people sharing our passion, and made friendships still enduring. After the first one came another two or three tournaments, even better than the first. Then we also started Warhammer... and slowly, but steadily, things started to change. 40K went down, as Fantasy grew more and more stronger. The tournaments were no more a rare and exceptional occurrence, but started to become something more usual. The air was not the one we used to breathe at the start... people always wanting just to play games to "test" the tournament army, talking about tournament tactics, arguing about the next tournament rules, whining about their poor tournament standing because of lack of painted miniatures...

What was happening? No one willing to play a 500 pts battle... I admit the coming of 40K 3rd edition gave me the "Coup de Grace". I stopped playing, sold my Fantasy armies and let my Dark Divers Space Marines and my Imperial Guard collect dust on the shelf. Many friends also stopped, having study or jobs. An year or so passed, I was still reading White Dwarf, still talking about this or that new models coming out, always trying to talk with the new, younger gamers about the "good ol' times" when there was no tournament games, and even the most humble Engage and Destroy mission was played in a totally different spirit.

But, you know, Mr. Johnson, the fire is difficult to stop. After a long phone call with an old Chaos playing friend came the decision. Let's get back to the old times. Let's call upon a small and motivated group of players and polish our old 40K miniatures to see what we are able to do.

Now some month has passed. Five or six friends are playing 1,000 points battles with their old-new armies. Tau, Chaos Marines, Space Marines, Tyranids, Eldar and Sisterhood. We play freely, and have

also started a small scale and simple campaign as a test for a bigger one that one day will come. But, what's more important, we still breathe the old and fresh air of OUR hobby. We arrange the rules as we like. We decide what to play and how to play. We plan to build new pieces of terrain. We spend lots of time talking about the strangeness of the Harlequin Army List, about how to deal against those pesky Tau big guns, about non-tournament tactics... about friendly and free games.

Now back to the present... I was reading the Journal and I found those nice J-Files I used to read some years ago. And what?!? Jervis Johnson talks about how the tournament style of playing seems to have ruined a little the fun of the "original" hobby... the first tournaments he organized, like us, and what came after those times, like here.

Well, Mr. Johnson, here we are, and now, I think, we also have the blessing of our big brother... and we simply cannot stop doing what we think is the right thing to do... studying the new third edition rules to play like we played with the 2nd edition rules, always giving a romantic and melancholic look at our beloved Rogue Trader books.

Andrea -Italy

IMPERIAL ARMOUR Q AND A

Hi, I've got several queries about Imperial Armour.

- 1) Can you fire the Conqueror's main cannon if you move its full move of 12"?
- 2) With the Destroyer Tank Hunter, does the Laser Destroyer have any other special rules eg. roll 2D6 like for Ordnance (it seems a bit expense points wise)?
- 3) Are there any special rules for using turret emplacements in games ie. force organisation chart?
- 4) Can you fire more than one Manticore rocket in one turn (at the same target)?
- 5) Seeing as it's a mortar, is the Medusa guess range?

Are you making Imperial Titans/Space Marine Thunderhawk gunships?

P. Wilkinson

Pbew! O.K. the answers are: 1) No. 2) No. 3) They are a Troop choice in missions in which the Imperial Guard can use fortifications, like it says! 4) No. 5) No.

The Thunderhawk is under construction, as for Titans, well who knows...

WARHAMMER 40,000

DAEMON WORLDS

Scenario special rules for battles on Chaos battlefields for Warhammer 40,000

by Pete Bemjuk

I have always wanted to re-live the wonder from the old Realms of Chaos books in 3rd edition Warhammer 40,000. I especially enjoyed the rules for the daemonic battlefield from The Lost and the Damned. Battles such as these take place on the Daemon worlds in the Eye of Terror, where the warp and real worlds overlap. I worked out a similar scenario for 3rd edition 40K that I thought was faithful to the original idea.

The following scenario is for two players using Chaos armies. It uses the standard scenario force organization chart.

DAEMONIC BATTLEFIELD SCENARIO SPECIAL RULES

Because this battle takes place on a Daemon world, both armies gain the following bonuses. Each of these rules is optional, and both players must agree on them before playing.

1. All Daemon Princes start the battle with +1 to their WS, S and T.
2. Greater Daemons are not given a points value, and may not be chosen from the Army list as normal. Instead, each player may include a free Greater Daemon in their army for every 1,500 points spent.
3. All Greater Daemons begin play already on the table. There is no need to roll for possession.

4. When rolling for summoning any other type of daemon, the rolling player may choose to add or subtract 1 to the roll. This represents the fact that the daemons have more control over their entry onto the battlefield due to the nature of the daemonic battlefield. The player must state in advance that they are modifying the roll before actually rolling.



5. All daemons (greater, lesser and princes) are considered to have a 4+ invulnerable save instead of their regular invulnerable save.

6. Possessed Space Marines may re-roll duplicated attributes.

DAEMONIC BATTLE

OVERVIEW

Two Chaos armies clash on a Daemon world in the Eye of Terror, battling for the entertainment of their god, and to gain recognition and favour.

SCENARIO SPECIAL RULES

Daemonic battle uses the *Daemonic Battlefield*, *Victory Points* and *Random Game Length* special rules.

SET-UP

1. Both players roll a dice. The player with the highest score may pick which table edge to deploy on. The other player's deployment zone is on the opposite side of the table.
2. The player with the lowest score now deploys one unit within 12" of his table edge. His opponent then deploys a unit within 12" of his table edge. Players then take turns deploying a unit at a time, anywhere on the table, until their entire forces (without any lesser daemons) are deployed. No unit may be deployed within 12" of an enemy unit at the start of the game. The player must deploy their units in the following order: Heavy Support, followed by Troops, Elites, HQ and finally Fast Attack. Greater Daemons count as HQ for this purpose.
3. After both armies are set up, each player may make one free move with any Greater Daemons they have in their army. Again, roll to see who chooses to move their Daemon first.
4. Roll for who gets the first turn. The player with the highest score may choose whether to go first or second.

MISSION OBJECTIVE

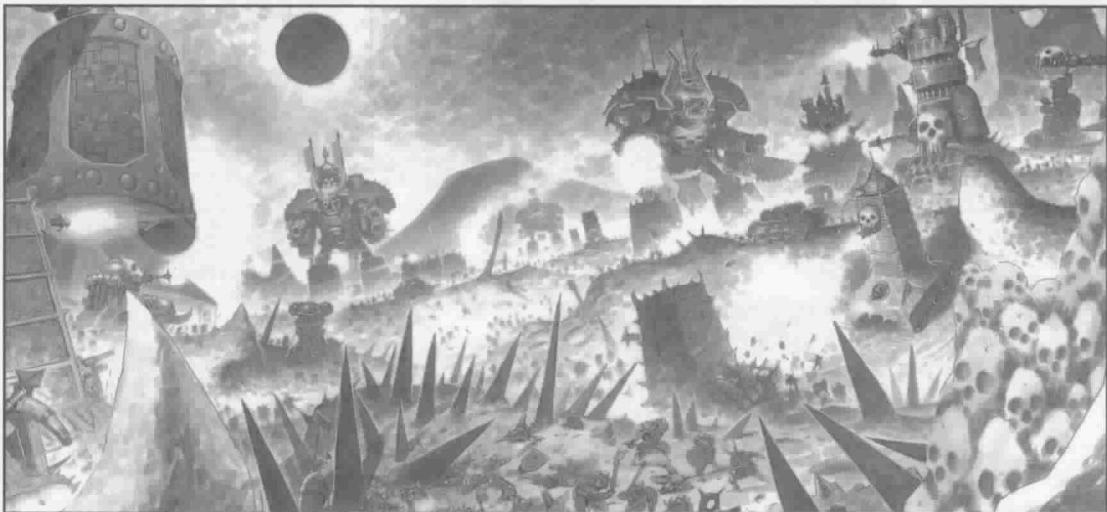
The winner is the player that has the most Victory points at the end of the game. Note that Greater Daemons are free for this battle and do not count towards the Victory points total in a daemonic battle.

LINE OF RETREAT

Units fall back towards the table edge of their own deployment zone, using the normal fall back rules.

GAME LENGTH

The games last a variable number of turns.

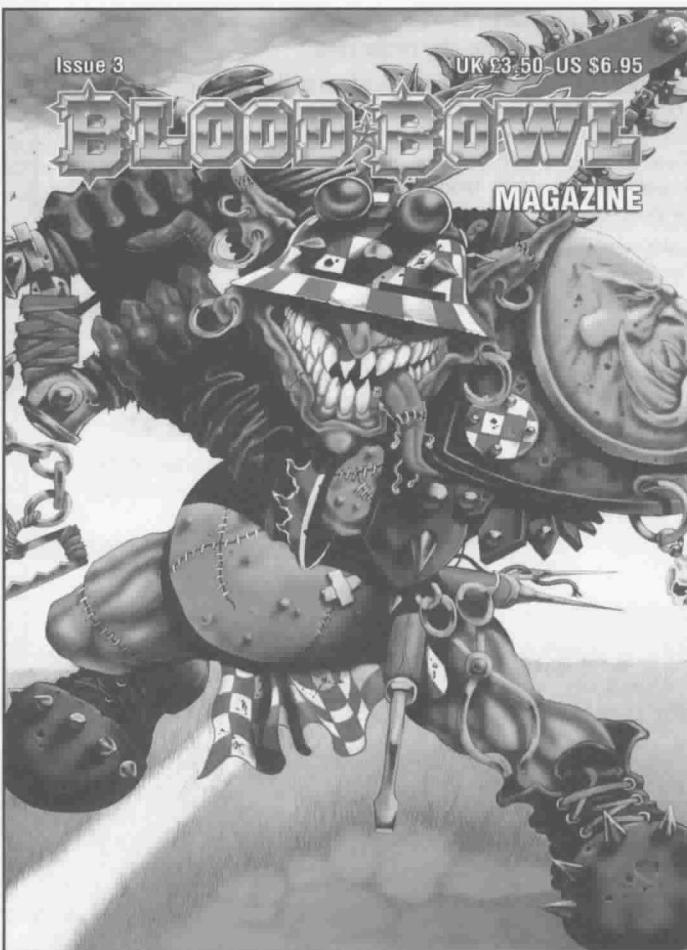


COMING SOON...

BLOOD BOWL

MAGAZINE

As you already know by reading the editorial the Journal is on the move, going back to the department that spawned it – the Studio. So where does this leave Blood Bowl magazine? Well, the Journal has been a very good home for the past year but it's time we struck out on our own once more. Yes that's right, Blood Bowl Magazine will be back as a publication in its own right.



From August Blood Bowl Magazine will continue with issue 3 in a new 24 page 'comic' format (like its sister publications BFG mag and Epic mag). Each issue will be packed full of Experimental rules for you to try, cool house rules for crazy one-off games, tactics and Blood Bowl commentary from the best Coaches and League Commissioners in the world. We'll also be introducing Spike! Magazine; your guide to the Blood Bowl world. In the first issue, Blood Bowl pundit, Jim Jimson will be interviewing Star Blitzer and all-round nice-guy, Griff Oberwald.

Andy



Griff, meet the man behind the helmet in Spike! Magazine

Spike! magazine

IN BLOOD BOWL MAGAZINE ISSUE 3...

- ★ The Tomb Kings take to the field – *Experimental rules and new models for the Khemri team.*
- ★ Putting Allies back into the game – *Experimental rules for mixed race teams.*
- ★ The Fans are on the Pitch – *Fun house rules for having the fans participate in your games.*
- ★ Blood Bowl Resurrection – *A report on this fantastic event from the coaches that played.*
- ★ Spike! Magazine – *Full of brand new Did You Knows, an in-depth look at the Blood Bowl world and an Interview with Griff Oberwald.*

BLOOD BOWL RESURRECTION

As promised in the last issue here are the results from Blood Bowl Resurrection. A full report can be found in White Dwarf 271 and accounts from the coaches will be in Blood Bowl Magazine 3. A good time was had by all and there was even some controversy right at the end (see the Did You Know). Next year's will be even bigger and better so make sure you're free in March 2003.



Overall Winner

1st Place

Simon Merton
Venomous Breath
Lizardmen

2nd place

Del Hiscocks
Long Fangs Iron Skulls
Dwarf

3rd place

Geoff Porritt
Blight Crusaders
Skaven

Most Touchdowns

Andy Vulling
Oakland Warriors
Wood Elves

Most Travelled Coach (from Oz!)

Andy Vulling
Oakland Warriors
Wood Elves

Best Painted Team Anthony Watts

Svenska Storm Hammers Norse

Most Sporting Player Geoff Porritt

Blight Crusaders
Skaven

★★★ Did you know...

Following the awards ceremony for the 2502 Blood Bowl Championship it was discovered that Skaven team the Blight Crusaders could have won the championship. Unfortunately their head coach, Ntn Skum, had filled in his post-match 'How We Wuz Robbed' card incorrectly. If he'd done it right then the winners, Lizardmen team the Venomous Breath, could have been deprived of their win on a technicality, as the pom-poms used by their hulking Saurus cheerleaders were almost double regulation size! Ntn was informed of his mistake at the press conference after the awards, where he had just enough time to say "Woops" before being ripped apart by angry Blight Crusaders fans...

While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
- We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.
- If possible, supply articles on disk. We can read most formats, so just send in your article on disk as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.
- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

2. What we're looking for and what we're not!

The following types of article are the best sort to send in as an 'unsolicited' article.

- Do send scenarios for one of our game systems.

- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
- Do send tips and tactics based on an army and a games system that you are familiar with.
- Do send reviews or details of how to set up and run a tournament/convention.
- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

3. Sending your work to us

Send your ideas to the following address along with the Permission form:

Fanatic Games,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS
UK

4. Get rich and famous!

OK, that's a lie, but we will send you a £5.00 gift voucher for each published page if we use an unsolicited article or other material that you have sent in. More importantly we may consider commissioning you to write a 'briefed' article on a specific subject, enabling you to become one of our select band of regular out-of-house writers and contributors. So what are you waiting for? Get writing!

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THE CITADEL

JOURNAL

ISSUE 1



EPIC KNIGHTS

DWARF RUNESMITHS
FOR MAN O' WAR

NEW AND DEADLY
HELBLASTER WAGON

SPACE HULK IN THE DARK

MAGIC ITEM COMPETITION

AND MORE ...

GAMES
WORKSHOP



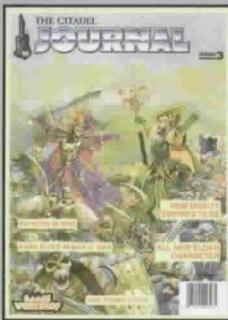
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The cover of issue 1. Over the page are all the covers from the last eight years.

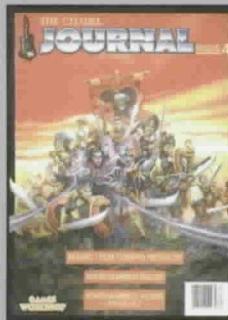
The covers of issues 2 to 50



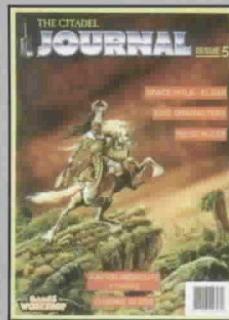
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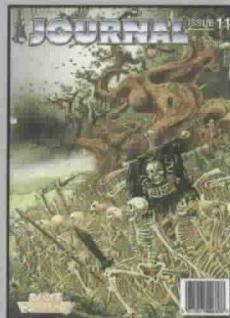
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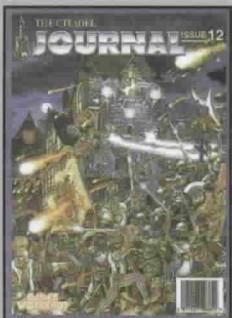
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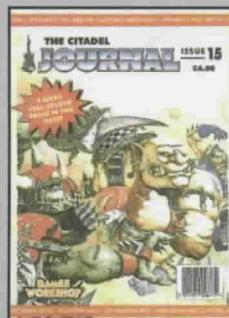
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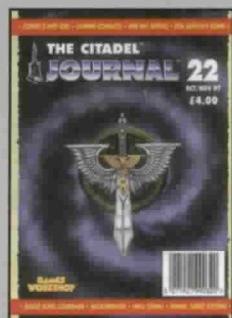
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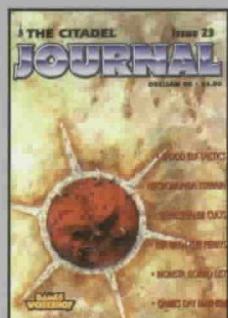
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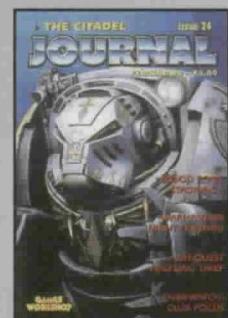
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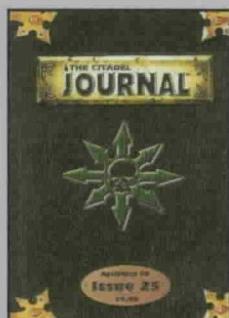
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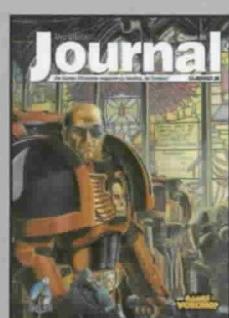
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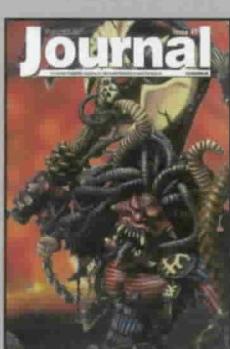
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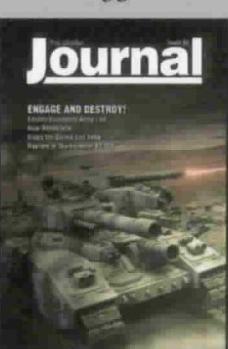
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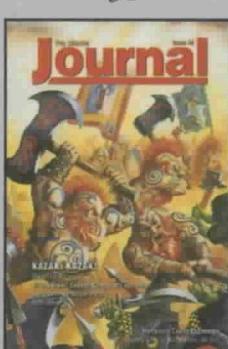
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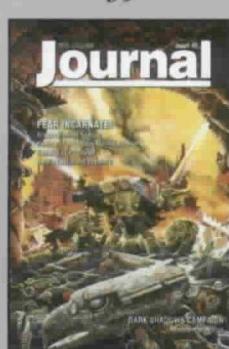
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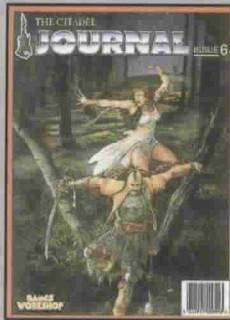
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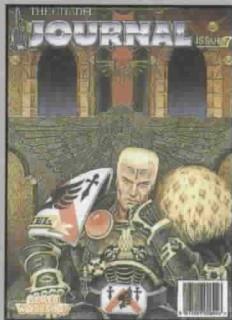
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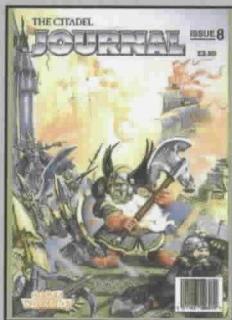
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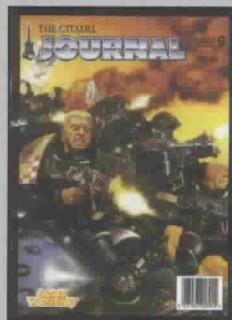
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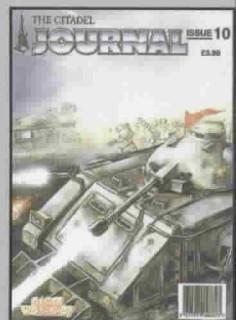
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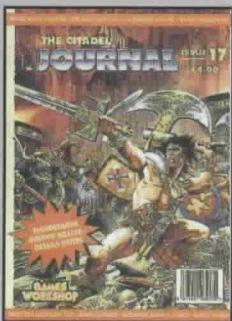
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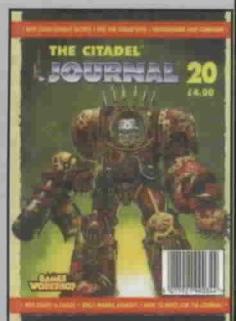
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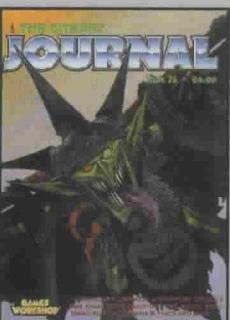
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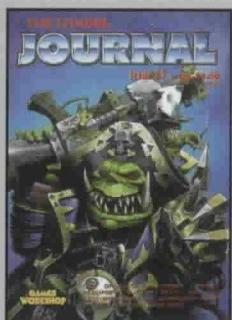
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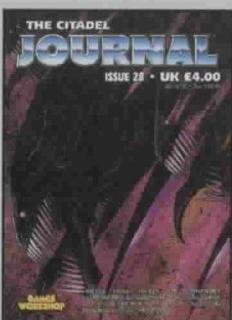
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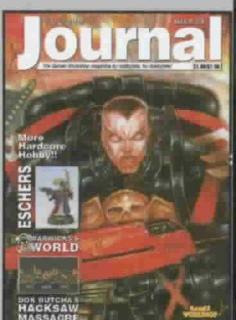
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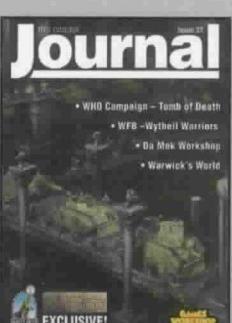
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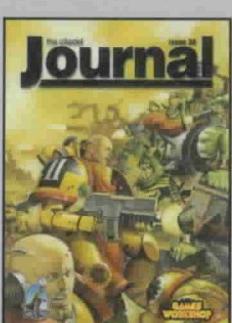
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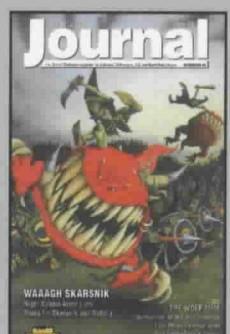
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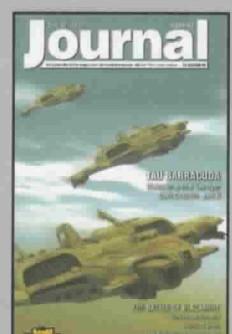
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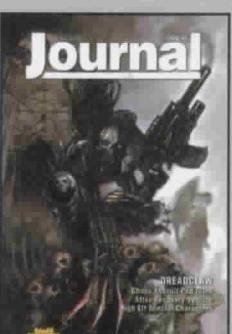
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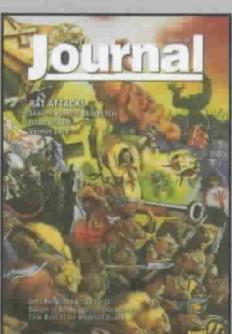
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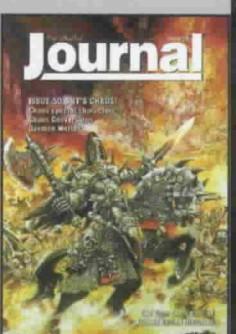
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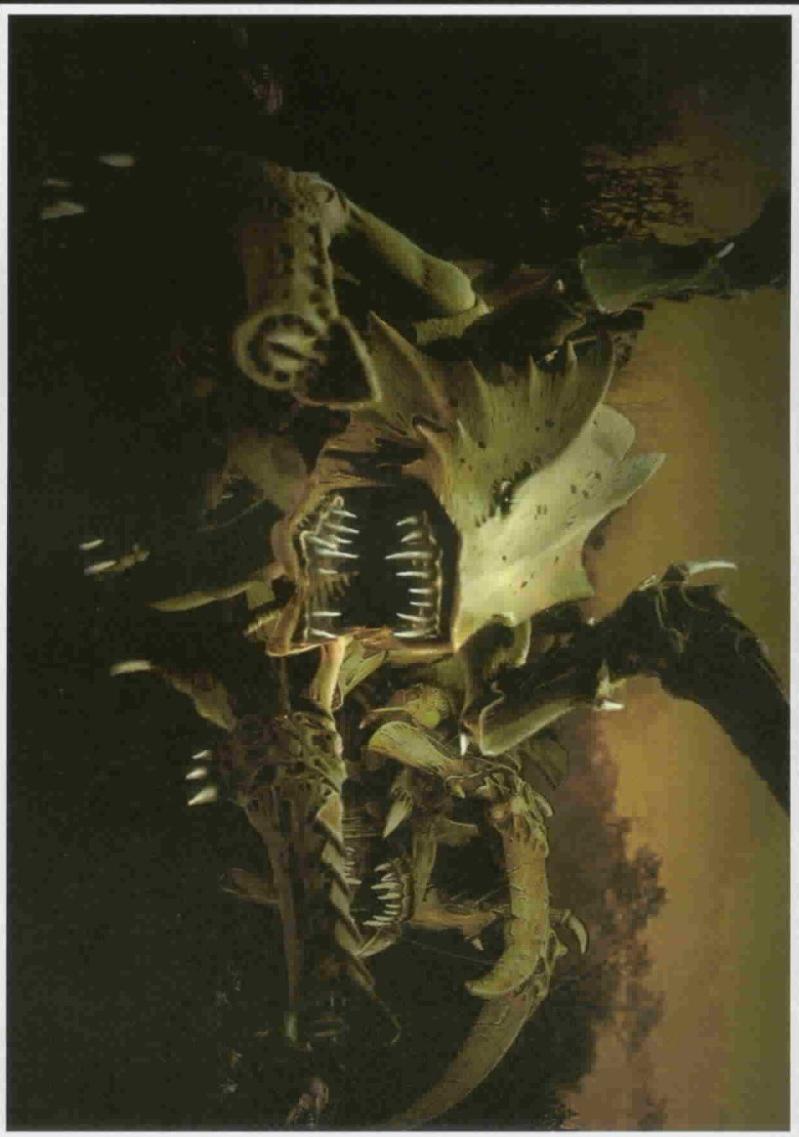


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KISS ME SEAMORE!: A Barbed Hierodule bears its fangs.



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